

**NEW
LOOK!**

**THE UK's ANGRİEST
PLAYSTATION MAG!**

EXCLUSIVE!

THE HULK ULTIMATE DESTRUCTION

Super, smashing, great!

BATMAN BEGINS

Bale's Bat batters
the bad guys...

GTA PSP

Liberty City Stories
comes gunning
for your cash!

AWESOME SHOTS!



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RACY WITH...
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7 OR DIE**

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ISSUE 63

£3.99

63



CHEATING B*ST*RDS...
CODES FOR » STAR WARS EPISODE III: REVENGE OF THE SITH
» MOH: EUROPEAN ASSAULT » MASHED: FULLY LOADED

GANGS, GUNS & GIRLS

We sent Keith to meet Thekla, the gorgeous star of...

BUNNY
BOILER

BASH
THE BISHOP

CORPORAL
PUNISHMENT

LONG JOHN
SLITHER

THE
WORMINATOR



WHO YOU CALLIN' SPINELESS?



"Worm against worm in all-out war"

Official PlayStation®2 Magazine

It's Worm War 4 so blow the bejeezuz out of each other's team of worms in the turn-based anarchy that you love! They're dressed to kill with new customisable weapons and outfits, new addictive & improved gameplay, and of course the same devilish attitude.

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PlayStation 2

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WELCOME

P2 THE UK'S BEST UNOFFICIAL PS2, PS3 AND PSP MAGAZINE!



REVIEWED!

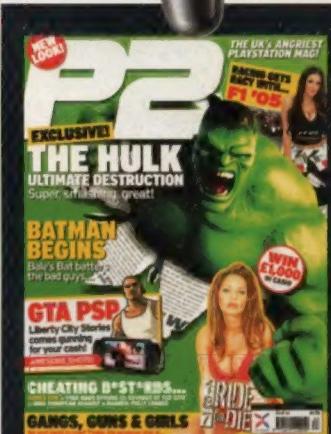
HULK

70 He's the greenest around, but he sure ain't environmentally friendly!



FREE INSTANT CHEATS DISC

8 Every issue we bring you an exclusive disc packed with cheats for the hottest PS2 games on the market. No messing around with complex button combinations – just stick the disc in your PS2, and pick the cheats you want! This issue we've got codes for God Of War, MOH: European Assault, Tekken 5, and much, much more...



EDITORIAL



We promised you something different, and here it is: the new look, reinvigorated P2! Why did we go to all this time (and nervous-breakdown-inducing effort) to redesign a magazine that was perfectly good in the first place, you ask? Well frankly, we wanted to try something new. Look at the videogame magazines in your average newsagent, and one thing becomes immediately obvious – they're all the same! Their designs are the same, their content is the same (first looks, previews, reviews, guides, yawn...) and they

ALL – besides the odd exclusive here and there – cover exactly the same games! We felt it was time for something new. Something different. Something refreshing. From now on, P2 will be spearheading a new approach to videogames journalism. If it's exciting, interesting, innovative, sexy or controversial, then you'll find it here. If you want run-of-the-mill tedium and uniformity, then stick with the competition...

**ROY KIMBER
EDITOR**

Want to be famous...? Turn to page 46

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P2 IS THE ONLY UK PS2 MAGAZINE TO GIVE FOUR EXPERT OPINIONS ON EVERY GAME



KILLER7

12 Capcom's stylish adventure finally arrives. You've never seen anything like it before. It's great!



WORMS 4: MAYHEM

82 Those wriggling little freaks are back, and the destruction is more insane than ever!



YETISPORTS ARCTIC ADVENTURES

88 Get that EyeToy ready as we smack some penguins around.

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THE HULK: ULTIMATE DESTRUCTION

70 The big green wrecking machine is back in his best adventure ever!

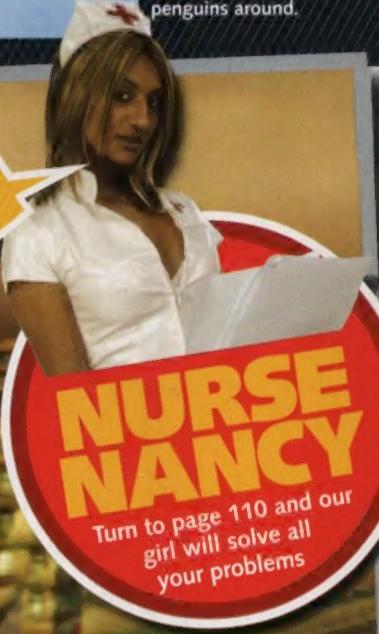


THE MATRIX: PATH OF NEO

38 Take the red pill with P2!



"Come into my clinic for all the latest cheats!"



NURSE NANCY

Turn to page 110 and our girl will solve all your problems



**WIN £1,000
AND A
PHOTOSHOOT!**

SNAP JUDGEMENT

14

We've got the beat with Buzz! The Music Quiz...



ON THE COVER

LA RUSH

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Fasten those seatbelts, boy racers!

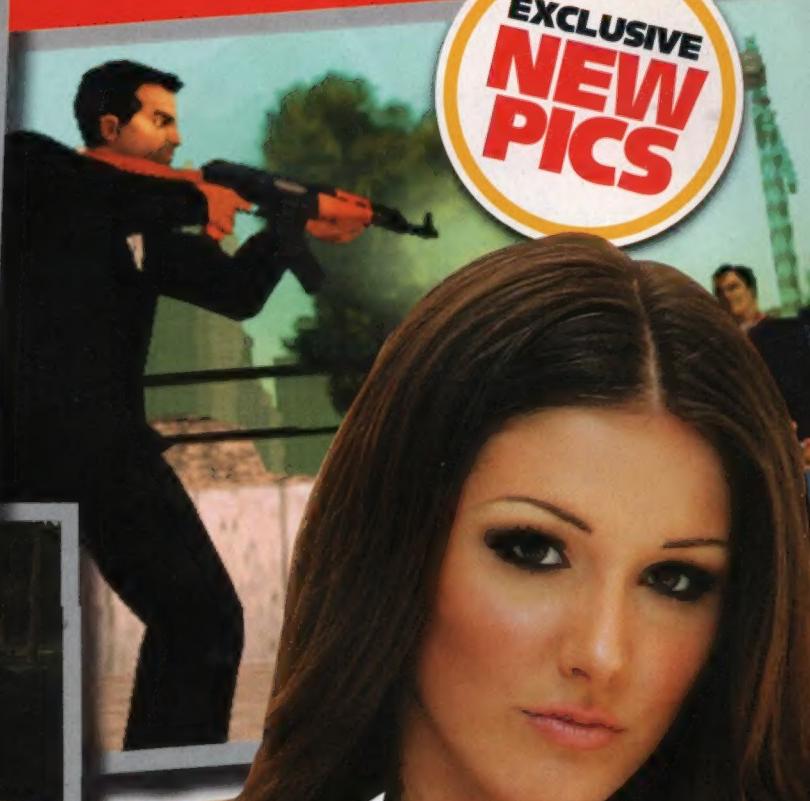


ON THE COVER

BATMAN BEGINS

80

Holy cinematic tie-ins, Batman! The caped crusader is back...



"I'm loving F1 – would anyone care to take me for a ride?"

Y'KNOW YOU
WANT IT!

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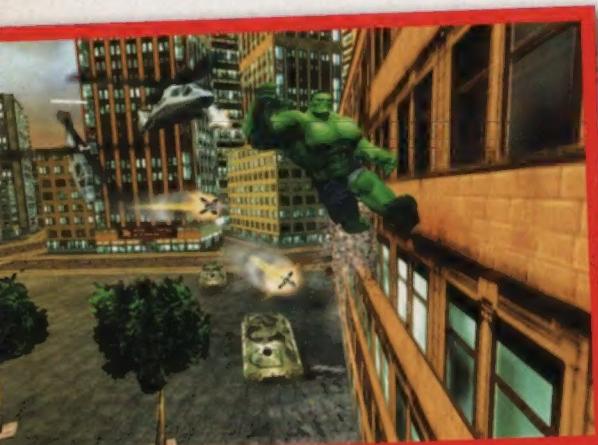
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"What am I doing, I don't write! I'm the designer."

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MEET THE TEAM

This issue we have mostly been...
...transforming ourselves
into comic book
heroes!

ROY

Editor



KENDALL

News Editor



KEITH

Staff Writer



HELEN

Sub Editor



DUNCAN

Art Editor



TOM

New Boy



For latest Reviews see page 68

REINVENTING YOUR DRIVING EXPERIENCE

SCAR

SQUADRA CORSE ALFA ROMEO



"we thought all driving bases were covered with GT4 and NFS Underground, but maybe not"

gamesradar.com

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You know your car is good enough.

You know your car is fast enough to win.

But what about you, have you got the vision, skills, focus and heart to win?

If you don't have these, the car won't be enough.



3+

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**FROM THE
CREATORS OF
SCREAMER**

P2 ON THE DISC

EXCLUSIVE #1

GOD OF WAR

- INFINITE HEALTH
- ENABLE ALL MAGIC
- MAGIC CODES
- INFINITE MAGIC
- QUICK TOP UP MAGIC
- RAGE OF THE GODS CODES
- INFINITE RAGE OF THE GODS
- QUICK TOP UP RAGE
- INFINITE UPGRADE ORBS



OVER
50
CHEATS & CODES



EXCLUSIVE #2

MEDAL OF HONOR: EUROPEAN ASSAULT

- INVINCIBLE
- UNLIMITED AMMO
- SLOW MOTION UNIVERSE
- ALL LEVELS AVAILABLE

EXCLUSIVE #3

TEKKEN 5

- ALL CHARACTERS UNLOCKED
- ALL MOVIES UNLOCKED
- MAXIMUM CASH
- PLAYER 1 CODES
- INFINITE HEALTH
- LOW HEALTH
- PLAYER 1 CHARACTER MODIFIER
- MOVE/SKIN ACTIVATOR



This issue your exclusive cover disc has shedloads of fantastic cheats for you to try out! No more messing around with button combinations – just stick the disc in your PS2's CD tray, pick the cheats you want to use, and away you go! This time among the treats on offer are games such as the meaty *God Of War* and *Medal Of Honor*'s latest outing, *European Assault*. Plus codes and cheats for *Batman Begins*, *Juiced* and *Tekken 5*.



EXCLUSIVE #4

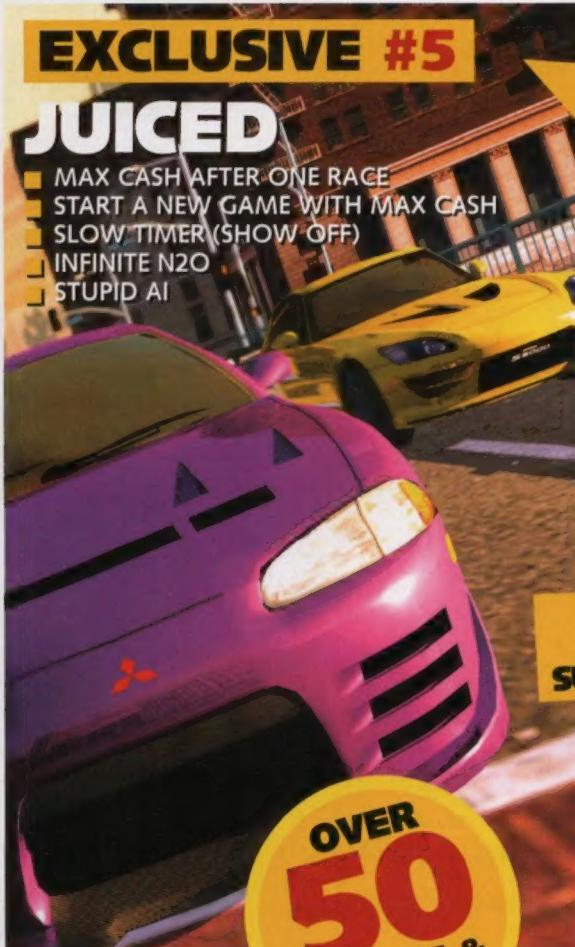
BATMAN BEGINS

- INFINITE HEALTH
- INFINITE ARMOUR
- INFINITE ITEM USE
- HAVE ALL BONUS MATERIAL OPEN
- LOW GAME TIME
- LOW GAME TIME-BATMOBILE LEVELS
- MAX AREA FEAR

EXCLUSIVE #5

JUICED

- MAX CASH AFTER ONE RACE
- START A NEW GAME WITH MAX CASH
- SLOW TIMER (SHOW OFF)
- INFINITE N2O
- STUPID AI



OVER
50
CHEATS & CODES

EXCLUSIVE GAME SAVES

DEVIL MAY CRY 3 » MOTO GP 4 » GOD OF WAR

IS YOUR ACTION REPLAY DISC MISSING OR FAULTY?

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REPLAY? CALL DATEL
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Calls to this line are charged at £1 per minute at all times. Lines are open Monday to Friday from 8am to 7pm and Saturdays from 9am to 3pm, excluding national and bank holidays.

You must be aged 18 or over and have the permission of the person who pays your telephone bill. This service is available to UK residents only.

HOW TO GET THE CHEATS WORKING...



01 Getting the interactive cheats working with your chosen game is simplicity itself. First, turn on your PS2, insert the cheats disc into the CD tray and wait for it to boot up. After a quick introductory movie (to skip it, press **□**) the main menu appears.



02 To choose the cheat of your choice, use the d-pad to highlight the Codes icon and press **△** to move to the next menu.



03 This takes you to the Action Replay Max cheat select screen. You should see a list of the cheats available for the specific game. Use the d-pad and **□** to check the box next to each of the cheats that you want to activate, then press **START**.



04 You're now told to insert the game disc. Eject the CD tray, remove the cheats disc, insert the game disc and close the CD tray. **IMPORTANT:** Wait a couple of seconds for your PS2 to check the disc, then press the **□** button.



05 All you need to do now is sit back and relax while your chosen game loads up, and then you can start playing with all your chosen cheats active!

PLEASE NOTE

Although every effort is made to ensure the cheats on your disc work, software companies do release updated software which is identical in packaging and look to the original product but has a change in the game code. In these cases the cheats may be incompatible with your version of the game. We may also occasionally have to substitute a different game from the one advertised on the disc packaging.

PS2 NEWS

BREAKING STORIES FROM THE CRAZY WORLD OF PS2, PS3 AND PSP...

YELLOW FEVER:
The ref finally found the perfect swatch colour for his spare room.

NEWS CONTENTS

SNAP JUDGEMENT

- 14** First impressions of new brain game *Buzz! The Music Quiz* revealed.



THAW

- 17** The chairman of the board is back once again in *American Wasteland*.

OUT ON THE TOWN

- 20** We hit the streets to find out what you guys think...

ULTIMATE SPIDER-MAN

- 28** Holy superheroes, Spidey's back!

CELEBRITY INTERVIEW

- 36** Keith talks to the lovely Thekla Roth about games, cars and glamour.

PRO EVOLUTION GIVES US FIVE!

IT'S ALL KICKING OFF AGAIN.

While Premiership stars take a few weeks to cover their bodies in tattoos, sun themselves abroad and touch up their popstar girlfriends (er, allegedly), news about all things footie has been slow. But now we've some news to bring a smile to the faces of soccer slaves nationwide - PES 5 has emerged from the development dressing room, is warming up on the sidelines, and is almost ready for action. Unlike those overpaid prima donnas of the Premiership, the Pro Evo dev team's been working to make this the best yet, by implementing a host of new gameplay

features and aesthetic improvements - they must've spent months on that Shrek-a-like Wayne Rooney!

This new edition aims to expand on the realism and control that's become the bedrock of the popular footie franchise, so making a comeback is the Master League where players can build and develop a team of no-hoppers into an unbeatable team of playboys with a trophy room full of silverware. And speaking of trophy-winning playboys, Chelsea captain, PFA Player Of The Year and all-round boy wonder John Terry has agreed to endorse the game, which means we'll see his mug

on the packaging and promo gear. Terry claims to be a long-time fan of the franchise and frequently hosts tournaments at his home (so that's where Mourinho gets his tactical titbits). That's one more for the boys in blue as Terry joins stocking-sporting Frenchman Thierry Henry as Pro Evo's top boy... Hey Bobby, what's the French for 'jab share'?

Despite having stars like Terry on board, the Pro Evolution series has never had the official FIFA licence (and as long as EA's pockets are overflowing it never will), but it does boast something that the FIFA series has yet to fully capture: the multiplayer

TOP 5
FOOTBALL JOKES

Game for a laugh!
Five of the all-time
best footie
gags...

**EXCLUSIVE
HOT
NEW SHOTS!**
01

Q: How many Man United fans does it take to change a light bulb?
A: 560,001. That's one to change it, 60,000 to say that they've been changing it for years and 500,000 to buy the replica kit.

02

Q: Why do Southampton fans carry lighters around with them?
A: Because they always lose their matches.

03

Q: What have Arsenal and a three-pin plug got in common?
A: They're both absolutely useless in Europe.

04

Q: What's the difference between Colin Farrell and Emile Heskey?
A: Given the chance, Colin Farrell will score.

05

Q: What do David Beckham and a diamond ring have in common?
A: They both come in a posh box.



ROON RAKER: Being an all-action hero, Wayne wasn't too impressed with the pink ball

"HEY BOBBY, WHAT'S THE FRENCH FOR 'OUT OF A JOB'?"

madness. *Pro Evo* truly shines when you have a group of mates battling it out and giving an AI ref the full hair-drier treatment. Finally, it looks like you'll be able to pick up the pad and play against your friends (or indeed strangers) online, because *Pro Evo Soccer 5* is set to feature netplay. No longer do we have to listen to Xbox-owning cronies talking about the wonder of Live Soccer sessions... thank crap for that.

Pro Evo has long been a fan favourite and though the formula changes little from game to game, it's always good to see what tweaks and changes have been made to make the franchise a title winner again.



>> SNOW JOKE

WHAT SNOWS ON TOUR STAYS ON TOUR...

EA's n-ice franchise returns to the mountain

Is it a sports game? Is it a racing game? Is it an excuse to create stoopid characters with crazy hair and funny shorts? However you define it, it's true that the SSX series has been ridiculously successful for EA and the company would be a fool not to release another instalment. Oh wait, here comes one now...

SSX On Tour discards the grooves of the earlier games and focuses more on the ROCK, with guitar-shredders such as The Hives blasting out in the background, as you take on a dozen new and ridiculous tracks in your attempt to become King of the Mountain. Once you start making a name for yourself out on the snow, there's a ton of licensed equipment for you to acquire, there's the usual selection of accessories and – as we

CHILLED OUT: When you're having it large on the slopes, looking good is what it's all about



expected – a range of bizarre barnets to choose from too.

You might be thinking that there's nothing you can do to enhance the SSX experience... it's just board racing, right? Wrong! There's an all-new skiing option this time, which offers you original ways to pull off insane tricks – although if our experiences are anything to go by, it also means you spend more time smacking into trees. Is it too early to call SSX On Tour the best in the series? [Yes – Ed] Oh... right. We'll wait till we play it then... P2



"MESSING AROUND IN THE SNOW ISN'T A LITTLE JUVENILE?"

"YOU MIGHT BE THINKING THAT THERE'S NOTHING YOU CAN DO TO ENHANCE THE SSX EXPERIENCE... IT'S JUST BOARD RACING, RIGHT?"



UNDER STARTER'S ORDERS...

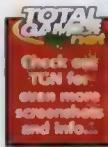
READY FOR A MINI ADVENTURE?

PlayStation Portable joins the Midnight Club

If your arm's aching from buffing rims and honing hoods, or you have a strained foot from too much revving in the local supermarket car park, then those car-crazy guys at Rockstar are about to offer you a chance to rest your lethargic limbs and prove your dominance on the pavements of the PSP [Legal note: you shouldn't actually drive on pavements].

The giant behind GTA has announced that *Midnight Club 3: DUB Edition* will be a PSP launch title when Sony's mini marvel arrives in September. And from our playtest it looks like portable PlayStation fans are in for a treat. Rockstar has managed to port the entire PS2 game onto the PSP – that's

all three cities, over 60 licensed vehicles and all the customisation options. Expect multiplayer madness, as the game supports six-player WiFi over modes like Frenzy and Capture The Flag, so you can prove to be a true road warrior any time a foolish rev-head dares challenge you. In single-player, expect all the DUB moves, maps and music, plus a few 'quick modes' to suit the portable platform. Throw into the modding mix *Midnight Club*'s hectic bike sections, destructible environments and blingin' beats and this is looking like an essential addition to your portable gaming garage.



FAKE NATION

THE KIDS REALLY AREN'T ALRIGHT

What's a little stealing between friends?

You've all seen the adverts by now; games magazines warn about piracy and movies at the cinema are preceded by a voice telling you that you'll be hunted down and beaten if you even think about copying their intellectual property. Yet research suggests consumers already understand the industry's position on piracy, they just don't support it.

In a study entitled 'Fake Nation' (sounds like a rubbish Seventies punk band!), it's been revealed that you lot consider piracy to be a normal part of real life, rather than the 'criminal activity' that

the industry has tried to paint it as. It seems teenagers are downloading software in order to save their dosh to spend on other forms of entertainment and that 'cost' was cited as the main reason that people download rather than shell out for the real thing.

What are your views on piracy? Do you do it? Do you agree with it? Do you see it as theft? Let us know by writing to us at the usual address or by logging onto www.totalgames.net and visiting the PS2 forum.



"Aaaar! Wanna buy a copy of Batman Begins?"

**WOULD YOU
TRUST THIS MAN?**

HEAD TO HEAD

The Punisher and Bomberman face off to see who'd make the best club 18-30 rep...



THE PUNISHER
» SEEKS RETRIBUTION



BOMBERMAN
» MR BOMBASTIC

ROUND 1

Who can organize the best booze cruise?

Hires a high-tech stealth boat and lines up a number of frightening drinking games. The losers get fed to the outboard motor. Slowly.

Manages to get hold of a giant square boat complete with conveyor belts, barrels and see-saws, then hands out bombs. Gets arrested by the Ibiza Anti-Terror Unit.

WIN

LOSE

ROUND 2

Who's the karaoke king?

It's going well until halfway through Frank's interpretation of Bon Jovi's *Blaze Of Glory* he gets heckled. Many people died needlessly that night...

Bomberman's 'interesting' cabaret rendition of *Sex Bomb* really brings the house down.

LOSE

WIN

ROUND 3

Who can party hardest?

Manages a 37-hour stint at the local rave without scoring any chicks. Disappears back to the hotel to 'polish his weapon'.

Wow... somehow the diminutive demolisher manages to go the full 48 hours. Four hotties are spotted sneaking out of his room the following afternoon.

LOSE

WIN

ROUND 4

Who's the best dancer?

The Punisher performs a surprisingly good *Birdie Song*, but gets a little carried away with 'putting his left leg in'. Several holidaymakers end up in casualty.

Despite stumpy legs and a grossly oversized head, Bomberman cuts quite a dash on the dance floor. He walks off with the season's Best Macarena Award.

LOSE

WIN

ROUND 5

Who's the best drinker?

15 pints of Stella is enough to get anyone in a rage – Frank, quite literally, painted the town red.

Poor little Bomberman doesn't have much experience with the bottle. Tries his 'bomb juggling' party piece after seven *Slippery Nipples*. Bodycount: 37.

WIN

LOSE

LOSER

WINNER

Despite equal disregard for human life, Bomberman takes this month's Head To Head by a dismembered nose.

SNAP JUDGEMENT

Gut reaction, prejudice and uneducated

BZZZ!

OPINION 1

KEITH HENNESSEY

>> How many times have you and your mates been crowding round the quiz machine in the pub, all jostling for a glimpse of the screen and a chance to shout out your answers? Well, instead of feeding endless gold nuggets into the pub machine's ungrateful chops you can now 'quiz it up' at home. It may sound like a lame idea at first, but I guarantee that when a group of you bundle back from the pub - kebab in one hand - this'll be one of the first things that you fire up.



OPINION 2

HELEN LAIDLAW

>> To me Buzz! looks like a fantastic opportunity to give Keith a good thrashing... and also to beat him at a videogame. My first impression was 'hell yeah!' I've always secretly wanted to be a contestant on 15-to-1 (but not University Challenge, that's just too hard) and the concept of buzzers is great. Plus the host's flip-top head really makes me laugh. Looking forward to it. Watch out Hennessey...

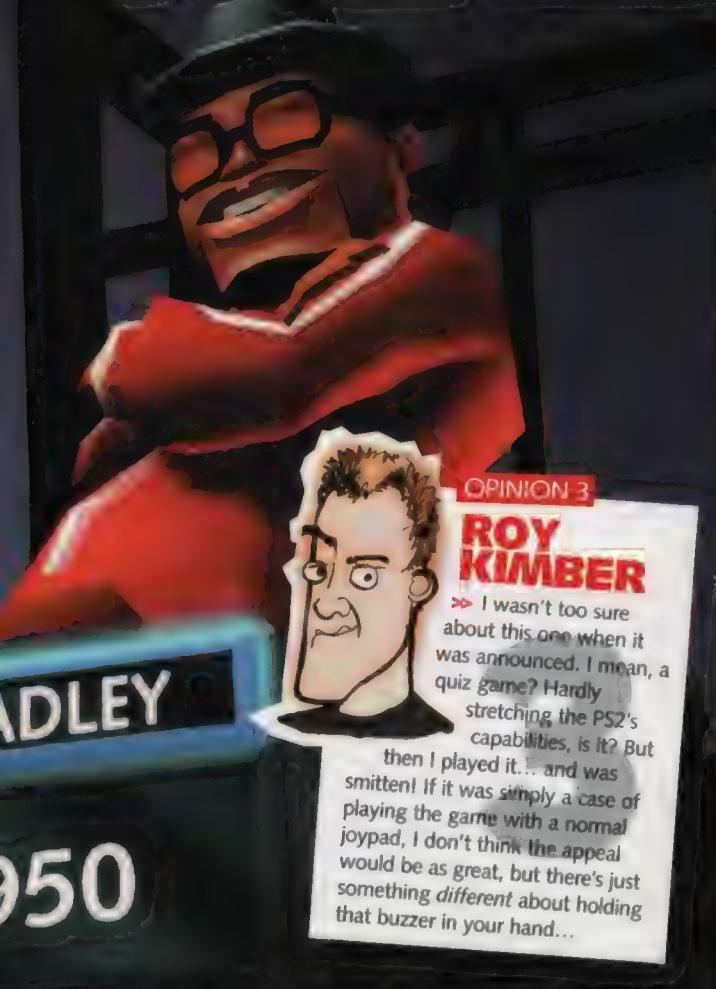


"I've always secretly wanted to be a contestant on 15-to-1."

Fancy indulging in a night of high spirits?

guesswork all rolled into one! Our very first impressions of a game revealed...

THE MUSIC QUIZ



OPINION 3

ROY KIMBER

>> I wasn't too sure about this one when it was announced. I mean, a quiz game? Hardly stretching the PS2's capabilities, is it? But

then I played it... and was smitten! If it was simply a case of playing the game with a normal joypad, I don't think the appeal would be as great, but there's just something different about holding that buzzer in your hand...

950

AYER 4

OPINION 4

TOM LECLERC

>> You're pretty much guaranteed to enjoy Buzz!: The Music Quiz while sloshed, but the whole thing may be wasted on sober neurons. Although there are only 5,000, I doubt if I'd be drunk often enough for the questions to get repetitive and at any rate, meths and orange juice has a handy memory expunging effect. The inexorable link with booze may not be a terrible thing though, as I've had long-lasting – if twisted – relationships based solely on gin in the past...!

WHAT DO YOU THINK?

We always feel a bit sorry for our sadder sister mag colleagues. Just to shut them up we let them have their say. A grumpy lot they are too...

MIKE O'SULLIVAN

Magazine: PowerStation

>> This sounds like a load of old tosh – what the hell's wrong with trivial pursuit for Christ's sake? As the games industry moves toward the next-gen consoles, let's hear it for those bright sparks who are really pushing the quiz game genre forward. 5,000 questions may sound like a lot but you'll start getting repeated ones pretty quickly. The only way this has a chance is if the buzzers can in some way electrocute your opponents.

RICK PORTER

Magazine: games™

>> Packaging a quiz game with its own button when I already have nine scattered around my existing pad is utter bullshit. Its inclusion is nothing more than a way to make the packaging look a little more impressive and an excuse to bump the price up a little. I'm fairly sure that I'd have more fun shouting answers at the telly while watching repeats of Catchphrase.

JON DENTON

Magazine: games™

>> Having successfully appealed to the 'I love karaoke' and 'I love waving my arms around like a twat'

crowds, it seems Sony is now tapping into the hitherto untouched 'I'm too stupid to get on a game show' audience. Awesomeness. I'm assuming the controller is designed for the cretinous and mentally deficient to be able to join in. They're still not going to be able to answer the questions though, are they?

JAMES DENTON

Magazine: XBM

>> And so, the onslaught of simple, family-friendly, casual gaming exemplified by titles such as Donkey Konga, Monkey Ball, Mario Party and the range of EyeToy titles continues. While it's tough for hardcore

gamers to get really excited about Buzz!, drunken students and easily confused girlfriends alike now have something a little more easy-going to come home to.

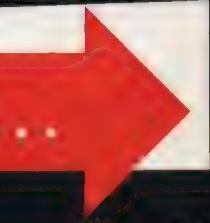
WILL JOHNSTON

Magazine: Play

>> Buzz!'s unique "buzzer" technology forgets that most console owners already have "DualShock" technology. This sort of thing is best left to interactive DVD quizzes that you can buy for a tenth of the price in service stations.

Women, and especially (if not specifically) their breasts, are not shit. Ironically, this doesn't stop Buzz! from being a bag of tits.



Turn to page 60 for some drinking games... 

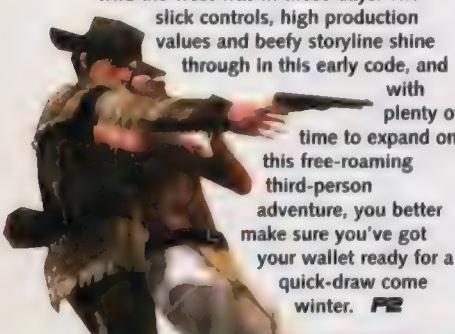
> NEVERSOFT SWAPS...

...GUNNING FOR GLORY

Activision announces gun-slinging title from the Tony Hawk's boys

Unveiled in June, the latest creation from the billion-dollar golden boys at Neversoft looks set to be one of the biggest this year. The austere titled *Gun*, a gritty take on the frontier lands of 1800s America, does away with stereotypes and shows just how

wild the west was in those days. The slick controls, high production values and beefy storyline shine through in this early code, and with plenty of time to expand on this free-roaming third-person adventure, you better make sure you've got your wallet ready for a quick-draw come winter. **P2**



QUICK COMPO

Win! Win!

Five copies of top conspiracy-themed FPS *Area 51* from Midway Entertainment

To be in with a chance of bagging a copy of this alien-themed shooter, tell us...

Q. What is Area 51 famous for?

A: Secret alien spacecraft

B: Special recipe chicken

C: Being bigger than Area 50

To enter, simply fill in your answers on the entry form on page 109. Closing date for entries: 29 August 2005

Bits 'n' pieces from the world of PS2, PS3 & PSP...

NEWS BRIEFS >01

MORE FANTASY

Square Enix has just announced a special edition of *Final Fantasy VII Advent Children*. The boxset *Advent Children: Ultimate Edition* hits Japan on 14 September.

HACK BACK!

Fans of the epic RPG spectacular *.Hack* should watch out for a new instalment soon. Will *.Hack//GU* be four versions of the same game again? We'll let you know...

MEGA MAN RETURNS!

The classic *Mega Man Legends* series is making a comeback on handheld: the first two games are to hit Japan in August and September. As yet there's no news on a PAL release.

WHO'S WHO?

ROY EDITOR

> I say what actually work where possible, preferring to 'inspire' rather than 'motivate' a positive attitude.

KENDALL NEWS EDITOR

> I usually find chicken in Britain with the pop names, Kendall loves to M&P.



> BEAST MEETS WEST

NONE MORE DARK

Get off your horse and suck my blood!

Here at P2 we've had many sleepless nights wondering why no one's ever released a vampire western FPS. Now we can sleep soundly as Ubisoft has picked up the promising-looking Sammy-developed horror spectacular *Darkwatch*.

We're not sure how exactly someone's managed to shoehorn zombies into the wild, wild west, but the plot seems to involve our (anti?) hero Jericho Cross who accidentally unleashes hell on Earth, after which – before you can say 'Night Of The

Living Dead' – undead armies are running riot. The only way to combat this threat is to join the mysterious world of *Darkwatch*, a sinister secret society.

As well as the single-player, story-driven adventure, *Darkwatch* promises two-player split-screen action and a Co-op mode, encouraging gamers to team up to try and stay alive! We'll be ready for the game in the autumn and we just hope (heeeeere comes the gag...) it doesn't suck.



> WHAT'S YOUR MANAGEMENT STYLE?

KICK IT BACK!

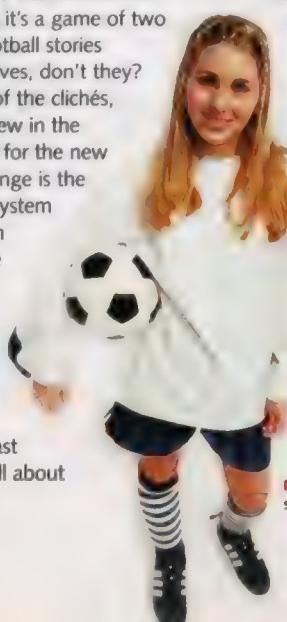
Attention Sven-wannabes, *LMA* is back!

Do I not like that! It's all about sticking it in the back of the net.

And of course, it's a game of two halves... man, these football stories practically write themselves, don't they? But hey, that's enough of the clichés, let's talk about what's new in the world of *LMA Manager* for the new season. The biggest change is the all-new player transfer system that makes it easier than ever to put together the

best team in the world, provided you've got the moolah, of course – as Chelsea demonstrated last season, football's all about the money these days!

While as manager you're obviously in control of the decision making, you now have a shrewd team of yes-men ready to do your bidding, so you can send them off to get you that meeting with a star striker. It won't be easy though, because, thanks to a swanky new AI system, rival managers are more cut-throat than ever, so prepare yourself for some aggressive negotiations as you assemble your dream team. We'll no doubt be swearing at our useless third division 'superstars' when *LMA Manager 2006* arrives in October. **P2**



FOOTIE FUN: Rather than a dull picture of a stats screen... here's a bird with a ball!

COMING
SOON

A WELCOME RETURN FOR THE CHAIRMAN OF THE BOARD

>> TONY HAWK'S AMERICAN WASTELAND

We can remember trying to learn to skate as kids – the boards looked so cool and we were clearly destined to be skaters... and yet within seconds of getting on, the complete lack of any kind of skill kicked in and we ended up in the nearest hedge. Then along came the *Tony Hawk*'s series, and now we just stay at home and spend our time pulling off all kinds of sick tricks with aplomb... and with absolutely no risk of injury. Result: With *Tony Hawk's American Wasteland*, Neversoft is stepping the action up a notch, giving gamers the whole of Los Angeles to use as a virtual skatepark, everything from the LA River, to the sleaze and glamour of the Hollywood Strip.

As usual, your skater is fully customisable, but the difference this time is that the action doesn't stop when you want to change threads – you just head for a clothes shop. Or, if it's a new 'do you fancy, just hit the barbers. Of course, some Hawk's freaks prefer the old-style challenges and that's where Classic mode comes in, letting you play levels from past games, all of which have been graphically spruced up. You can expect plenty of new moves too, plus an all-new gaming experience with the introduction of BMX bikes, a handy new way of traversing Los Angeles.

Neversoft promises that the bikes won't just be a gimmick either; you can expect them to be as versatile and manoeuvrable as the boards themselves, which might be a good thing, as many felt the last game in the series was starting to run out of ideas. Whether the new Hawk's will succeed in THAW-ing the hearts of gamers who've given previous titles the cold shoulder has yet to be seen, but doubtless long-term fans will love it.

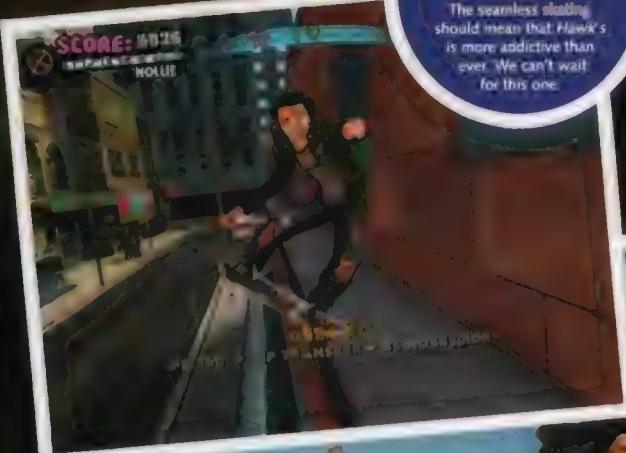
DETAILS

>> PUBLISHER:
Activision
>> DEVELOPER:
Neversoft
>> GENRE:
Sports

RELEASE DATE
AUTUMN

BOARD STIFF

The seamless skating should mean that *Hawk's* is more addictive than ever. We can't wait for this one.



WE LIKE THIS

- It's the return of one of the greatest game series ever and now it's bigger and better than before!
- The 80s setting should mean some super rockin'

LOWDOWN

- If you never warmed to the series, this is unlikely to sway you, but then if you hate The Hawkster, why are you reading this?

BUT NOT THIS



WHO'S WHO?

KEITH
STAFF WRITER

>> Days playing *The Hulk* has turned Keith into a rage-fuelled monster this month – not that you could tell, mind...



HELEN
SUB EDITOR

>> P2's resident lightweight Helen spends much of her time in a permanent daze as a result of staring too hard at her screen. Don't sneak up on her!



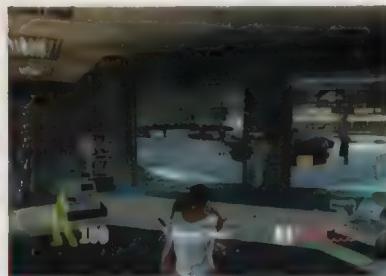
>> GET A LIFE

OG – ORIGINAL GANGSTER!

You got to fight for ya rights...

Ever wanted to indulge in a pixelated game of cops and robbers? Then *25 To Life* is the title for you! The plot's told through the eyes of two characters – Detective Lester Williams and Freeze Francis of lethal street gang the 22nd St D-Boys.

Francis is attempting to get out of the game and avoid prison [He's on the game? – Ed], but is thrust back into the firing line when double-crossed by one of his own, and forced to face a series of increasingly



intense shootouts as he fights the 'hood, Detective Williams, and his partner. As well as the gritty single-player action, we're looking forward to taking the game online as up to 16 players face off in a grand battle with over 40 weapons.

The soundtrack includes rap classics such as Public Enemy and KRS-ONE, as well as custom tracks created especially for the game. *25 To Life* should be blasting our way in the summer and we're hoping for a *Grand Theft Auto*-sized treat! **P2**



COMING SOON

RAGE, MADNESS AND A WHOLE LOTTA BLOOD – THE SUFFERING IS BACK!

THE SUFFERING: TIES THAT BIND

Are you ready to take a journey into madness, paranoia and almost certain death? Then get a nice comfy spot ready behind the sofa in preparation for *The Suffering: Ties That Bind*, the follow-up to one of last year's most horrific hits.

This hot sequel is based in the slums and prisons of Baltimore and sees our main protagonist Torque seeking revenge for the death of his family. Along the way, he experiences some terrifying encounters as both physical monsters and psychological inner demons attack his psyche – not only are you battling to stay sane, but there are many moral choices to make too. It's these decisions that eventually summon up your most deadly weapon: your inner demon!

Expect huge action sequences, mixed with dark and brooding atmospheric set pieces. Just don't expect to ever sleep again. We're already petrified...

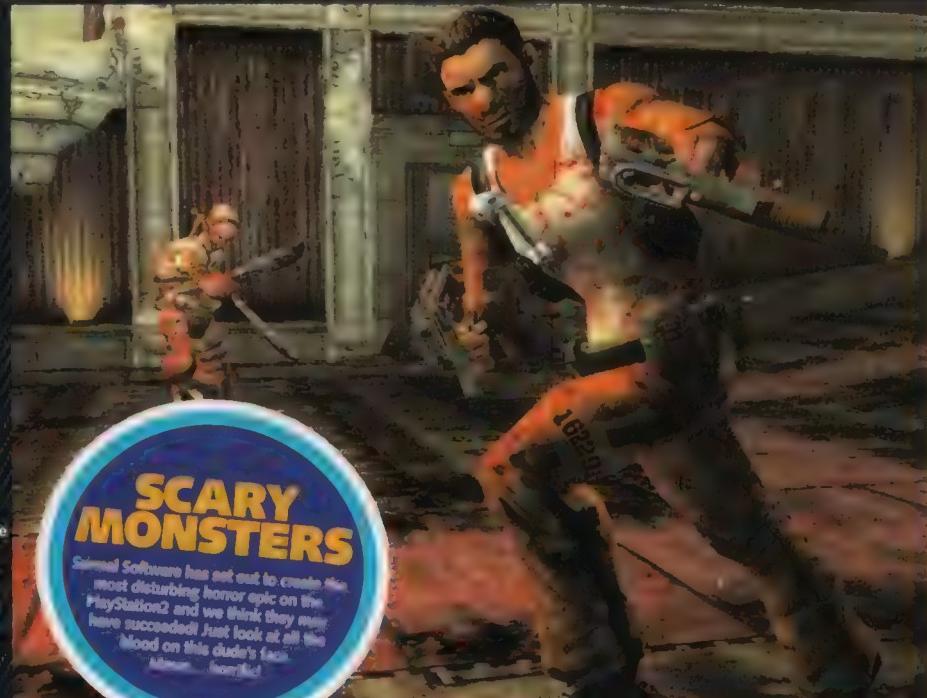
DETAILS

- PUBLISHER: Midway
- DEVELOPER: Surreal Software
- GENRE: Survival Horror

RELEASE DATE
AUTUMN

SCARY MONSTERS

Surreal Software has set out to create the most disturbing horror epic on the PlayStation2 and we think they may have succeeded. Just look at all the blood on this dude's face... Ahem... I mean!



QUICK COMPO

Win! Win!

All the pop you'll ever need (for a month or so) with one of ten copies of *NOW 61*.



All you have to do to be in with a chance is answer this simple question...

Q. Which annoying cartoon character had a number one single recently?

- A:** Imitating Anteater
B: Bitchy Bird
C: Crazy Frog

To enter, simply fill in your answers on the entry form on page 109. Closing date for entries: 29 August 2005

GET AHEAD

THE UK'S
LEADING PS2
TIPS MAGAZINE
IS WITH YOU
EVERY STEP
OF THE
WAY

PLAY STATION
300%
FASTER



THIS MONTH!

Fantastic guides to all the big games. Including a full walkthrough to God Of War, plus solutions for Killer 7 (pt1), Star Wars Episode III (pt2) and Destroy All Humans!

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OUT ON THE

When we're bored in the office we like to wander off outside and accost unsuspecting members of the public. Sometimes we even ask them stuff about videogames...

THIS MONTH

BOURNEMOUTH AMUSEMENTS (THE PIER)

BOURNEMOUTH



INFORMATION CHECK

» **Place:** Pier Amusements, Bournemouth, Dorset

» **Facilities:**

Coin-op arcade cabinets, penny falls, photo booth, change machines.

» **Telephone:**
01202 451791

» **Opening Hours:**
Mon-Fri - 10am-10pm
Sat-Sun - 10am-10.30pm

It was a slow Wednesday in the office, so we made our merry way to the arcade next to Bournemouth Pier. Here we met an international mix of people including a dancer

with FAR too much energy, some skiving students and a surprising number of people playing videogames who apparently 'don't really play videogames'.

WE ARE HERE!



STEVE

20, HONG KONG

What are you playing at the moment?

I don't play a lot of games, but I do like *Winning Eleven*.

What about the *FIFA* games?

No, they're not for me.

What have you been playing today?

Mostly multiplayer games, with my friends.

So what do you think of the games in here?

They're quite funny.

M'kay.



TOWN AT THE ARCADE



RICHIE

20, BOURNEMOUTH

So what are you playing here today?
A couple of racers and one or two of the shoot-'em-ups.

You're having a little arcade challenge with your mates then?
Yeah.

Who's winning?
Well I'm winning most of them today, but my mate's on a bit of a losing streak at the minute, he lost at crazy golf today as well.

What sort of things do you play regularly then?

All sorts: driving, shooting, and a bit of betting, although that's not strictly a game is it?

You guys look like fun-loving types, do you play any games while you're drunk or before you go out clubbing?

Yeah, we play a lot of *Gran Turismo*, I have to say. We're addicted to it. It's a lot more fun when you're drunk, you kinda forget to brake and stuff.

What about the damage modelling, were you annoyed that you couldn't trash the cars?

Yeah, I noticed that actually. I'm no expert, but I think it'd be a laugh to be able to smash the cars up.

What do you think of handheld consoles?

I used to have a Game Boy, but nothing now. My mate's got a PSP from Japan – it's pretty awesome 'cos you can play films and music on it.



So you're more up for the multimedia aspect of it then?
Yeah sure, I love my music.

What about music in videogames, have you ever played a game that wowed you with its soundtrack?

Yeah, definitely *Gran Turismo* has some great tunes, so yeah, it makes a real difference. The other good one was *GTA*, I really liked that kinda fake radio.

So good quality music in games is important to you?

Yeah, I mean when was the last time you played a game on mute?

Good point. What's your next purchase?
Dunno, in terms of games?

Yeah, or other stuff?

Well I haven't got my iPod yet, you see, so I might wait for the next-gen MP3 players.

So where do you stand on Crazy Frog?
[Makes hanging gesture.]

VICTOR

19, MOSCOW

>> What videogames do you play at home?

Sports, mostly. I really like football games.

>> So which do you prefer, Pro Evo or FIFA?

I definitely prefer *FIFA*. I like all the real players and the movement is more realistic.

>> What about other types of game?

Counter-Strike is my favourite game, I think. I also like shooters like *Half-Life 2* and *Doom 3*, but I don't think *Doom* is quite as good.

>> Why's that?

It's not as real, I like my games to be as realistic as possible.



>> What games are you looking forward to?

The next *Driver* game. I really liked *Driv3r*. We also have a game coming up in Russia about Chernobyl, it looks really good.

**GEORGETTE**

19, CESHUNT

What brings you to Bournemouth pier?

Er... I'm actually at uni here.

So you're skiving off?

No, no... we've finished our exams and this is a whole kinda 'enjoying ourselves' thing before we go home.

What have you been playing today?

I've just been on *Alpine Racer*. I love *Time Crisis*, and I was thinking about doing the dance mat thingy.



Do you play anything at home?

Yeah, definitely. I'm a huge fan of *Pandemonium* and I sometimes play a bit of *Tomb Raider*, but when the music comes on it freaks me out too much.

How do you feel about the idea that we need special games for girls?

What kind of games?

Exactly. Well, things like horses, Barbie and other pink stuff, does that interest you?

No, I wouldn't mind seeing more heroine figures, but

other than that I still play beat-'em-ups and driving games - they're, like, my ultimate favourites.

So what would you say to the people in the industry who are trying to make games for girls?

Er... there's not really anything that needs to be changed. Maybe a few more games orientated around female heroines, like female drivers in racing games and stuff like that, but really there's not that much that needs to be changed!

"I GET A LOT OF IMPORT GAMES FROM JAPAN, YOU KNOW, THE THINGS WHEN YOU HAVE TO HIT THE BUTTONS INSTEAD" ADAM

ADAM

21, BOURNEMOUTH



but I don't bother to be honest.

Do you play anything else at home?

Oh yeah, definitely, I've got a PS2 and I like similar games at home.

What, like SingStar and EyeToy?

No way. No, I get a lot of import games from Japan, you know, things where you have to hit the buttons instead.

Do you think this could translate well to portable?

I don't think it would work really, it's best for home and arcade.

What about winding down, do you ever play anything a bit more relaxed?

Well, after work I like to come down here sometimes.

So what's your biggest achievement on Pump It Up?

Probably an A on 'Holiday Crazy', but it's not a very popular tune.

So what's your next big purchase?

Probably some kind of RPG. I'm well into World Of Warcraft, didn't really get into EverQuest though.

Will you be thinking about Phantasy Star on the PS2 when it comes out?

Well, I've got it already on the PC, so not really.

Thanks Adam, and keep those feet dancing!

Er... cheers.

**NEXT MONTH
THE BEACH!
WE BOther GIRLS
IN BIKINIS...**

IN Focus

Recently the flyboys from Codemasters landed in the P2 hangar and let us climb into the cockpit of *Heroes Over The Pacific*...



WHO'S WHO?

SID CONTRIBUTOR

» Easy-going and always trying to look on the bright side of things. Sid's happiest when locked away in our game testing area



EDDIE CONTRIBUTOR

» Cynical, with a tendency towards caustic commentary. Eddie doesn't take any crap from anyone!



» THE DEAD JUST WON'T STOP RISING AS SAM RAIMI'S LICENCE REAPPEARS

DECOMPOSING DEADITES

It's getting a bit smelly as THQ resurrects the dead – again

Sam Raimi and THQ are at it again, as *Evil Dead: Regeneration* shambles towards a September release, dribbling like a drunken Deadite. Once again voiced by Bruce Campbell, Ash finds himself all straight-jacketed up, having been convicted of the multiple

murder of his college mates. To make matters worse, a new breed of Deadite has risen, thanks to the actions of Ash's nut-job psychiatrist-cum-mad-professor, and it's up to you to speed up the decomposition process by slicing, dicing, chipping, grilling and skewering your way through the demonic Deadite population of Ash's new home, the Sunny Meadows Institute for the Criminally Insane.

You're not alone this time though, as Sam the three-foot fiend is on hand to be kicked, punched, burnt and generally abused in the name of Deadite disposal. With appearances from evil Ash, context-sensitive finishing moves and some gruesome weaponry, expect more than just a fistful of boomstick this time round.



SEE SAW: Ash had the grace and poise, but his ballet teacher was concerned about the chainsaw

PAST FORM

It's hardly surprising that such a cult film managed to acquire a number of spin-off videogames really, and given the subject matter THQ has got plenty of scope with the *Evil Dead* franchise. Both previous game incarnations of *The Evil Dead* used the voice talent of Bruce Campbell, but that's where the similarity ends. *Fistful Of Boomstick* was an underwhelming bash at a zombied-up *State Of Emergency* with buckets of chainsaw-hewn Deadite flesh, while *Hail To The King* was just plain crap.



Want more on the Deadites? Head on over to TGN.

> PANDEMIC'S OUT FOR NEW RECRUITS



READY OR NOT: Fatalities marked the end of hide and seek for the day.

STOP! HAMMER TIME

Pandemic gets busy with *Full Spectrum Warrior 2*

Building upon the success of the genre-meshing *Full Spectrum Warrior*, Pandemic's *Full Spectrum Warrior: Ten Hammers* looks to take the award-winning formula further than expected, with a host of extras designed to make battling the threat more immediate.

Spread across 12 missions, containing all-new interior locations, *Ten Hammers* throws mechanised units (that's tanks and stuff to you and me), scouts, sniper groups and heavy support into battle, bolstering

the already formidable range of attack. Moving 'hot' (running with your weapon at the ready) also appears to be a major feature, as well as the new online options that allow for adversarial combat between up to eight players. With its enhanced AI, buckets of new tactical options and tweaked character abilities, *Ten Hammers'* winter release will no doubt be one of the biggest this year.



> POP STARS

SINGSTAR CELEBRATES SUCCESS

Rocking all over the world, ker-ching!

Sony's party game favourite *SingStar* has reached a gaming milestone, selling over two million copies. Much of this success is due to casual gamers and those looking for a laugh after the pub. So far the series has spawned three editions – the original *SingStar*, *SingStar Party* (which introduced a competitive Duet mode) and *SingStar Popworld*, released in conjunction with the Channel 4 show. Sony has announced that an Eighties edition of *SingStar* is in the works, so we're hoping for plenty of Duran Duran to warble along to. **FB**



When Sony launches the PSP later this year, it should cause a revolution we haven't seen in the handheld world since Nintendo introduced the Game Boy...

Portable gaming has been around for a while, but movie lovers still have to put up with expensive and often bulky kit. So the fact the PSP can play films is great news. Or at least, it will be so long as big studios get involved and don't just release a selection of old films we've already bought a thousand times.

One movie giant that has stepped up to support the PSP's UMD storage format is Buena Vista Home Entertainment. Its first release just days after the console's launch is set to be box-office smash *The Hitchhiker's Guide To The Galaxy*, hitting UMD on 5 September, the same day as the DVD version. Its second film will be the stylish graphic novel adaptation *Sin City*, arriving on 26 September.

The studio's raiding the archives too, but isn't just chucking out any old rubbish: we'll be able to enjoy *Pirates*

Of The Caribbean, *Kill Bill Volumes 1 and 2* and *Tron*.

Of course, it's great news that the big Hollywood studios are getting involved, but one of the most lucrative markets for any format, is adult entertainment. Though Playboy has announced that it's set to make porn – sorry, 'adult content' – available on the PSP, it will do so through downloads rather than on UMD. Japanese publisher GLAY'z is the first 'adult' company that's backed UMD, announcing a handful of titles for Japan – but these should be Region 2 encoded so they can also play on PAL machines, allowing horny gamers to encounter such hardcore delights as, er, *High Grade Class First Soap Lady*.

All these top-shelf goodies will be out over in Japan when we get the PSP, so a visit to www.amazon.co.jp the day after you get your machine should sort you out...

GO SONY

Obviously, you'd expect Sony to be behind the format and now the company has announced an impressive list of its own cinematic delights. There really is something for everyone in this batch that will be available at launch...

13 Going On 30
Anacondas: The Hunt For The Blood Orchid
Bad Boys
Charlie's Angels
Daddy Day Care
Ghostbusters

Hellboy
Hitch
Hollow Man
A Knight's Tale
Once Upon A Time In Mexico
The One
The Punisher

Resident Evil: Apocalypse
Spider-Man Animated
SWAT
xXx
xXx: The Next Level
You Got Served

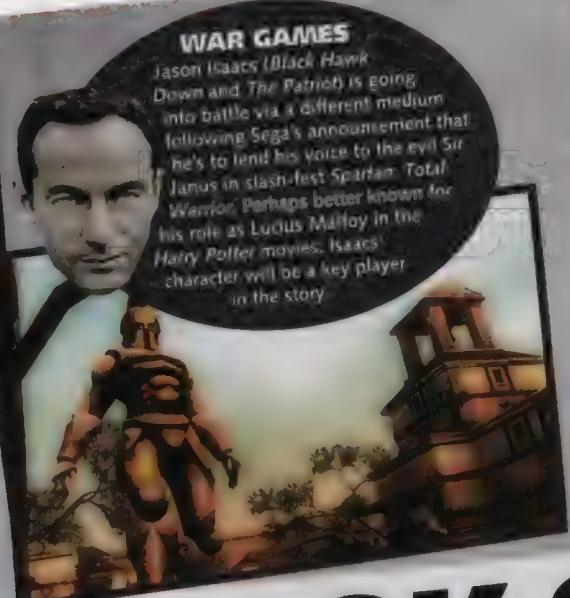
FRONT END>11PM BOYS

11pm Boys

A bit like the 3am girls, but they go to bed at a more sensible hour



Thinking of buying
or selling rare
game
merchandise?
Head for
www.videogame-auctions.co.uk



WAR GAMES

Jason Isaacs (*Black Hawk Down* and *The Patriot*) is going into battle via a different medium following Sega's announcement that he's to lend his voice to the evil Sir Janus in *slam-fest Spartan Total Warrior*. Perhaps better known for his role as Ludus Malfoy in the *Harry Potter* movies, Isaacs' character will be a key player in the story.

Celebs Love Hulk!

The cast of Vivendi's upcoming *Hulk* game includes some famous names – the big announcement being that Ron Perlman's signed up to play Hulk's rival Emil Blonsky. Perlman has been a favourite of comic book fans for years (remember *Beauty And The Beast?*) and recently received positive reviews for his portrayal of Hellboy.

Playing Bruce Banner is Neal McDonough – the

name may be unfamiliar but *Incredible Hulk* fans will recognise his voice as he portrayed Banner in the *Nineties cartoon version of The Incredible Hulk*. The last name signed up is Richard Moll who is set to star as Devil Hulk. We've been playing *The Incredible Hulk: Ultimate Destruction* to death this month and you can read our exclusive review of the game on page 70 of this issue...



ROCK GODS PARTY

Sony gets it on with the Mötley Crüe...

For the launch of *God Of War*, Sony did things in style, throwing an exclusive celebrity party at one of London's coolest venues, a party hosted by none other than the legendary rockers Mötley Crüe.

Despite the fact that it took place on a Sunday night, the party was a riotous affair, featuring debauched versions of circus-themed acts, numerous tanked-up celebs and copious amounts of naked female flesh. Needless to say, P2 managed to secure a couple of VIP passes for this awesome event!

GODS OF ROCK: They know how to party!



wicked WHISPERS

MORE
SONIC GUM

PSP RPG: The classic *Generation Of Chaos* series, one of Japan's biggest RPG series, is coming to handhelds with the announcement of a PSP version hitting the shelves early next year. *Generation Of Chaos* offers epic battles and 60 fully customisable troops. Expect this to be an underground cult success over here...

CHECK OUT MORE GOSSIP AT WWW.TOTALGAMES.NET



MOANING
MIDDLE
MANAGER
SAYS:

"CELEBRITIES?
IN A VIDEOGAME
MAGAZINE?
IT ALL SOUNDS
A BIT GAY TO
ME..."

Vin Diesel Is Agent 47

wicked WHISPERS

A PIT OF ALRIGHT!

Lucy and Michelle gear up to front Sony series

With the arrival of Sony's latest Formula One title, gamers not only get the chance to see all the latest tracks, drivers and cars, but also a couple of BIG surprises. The Japanese giant has announced that Nuts (or possibly Zoo - frankly we have trouble telling the difference) stunners Lucy Pinder and Michelle Marsh are to be the 'faces' of the game. Here at P2 we can't think of anyone better suited to the job - they have outstanding bodywork, well kept rear ends and the biggest set of 'airbags' we've seen - safety first, kids. *Formula One 05* is out now with a PSP version set to follow in September, so buckle up for a full test drive next issue. Let's hope the ladies will be returning to change gear, read the map, and give us 'the hon'.

I'M MELTING: Koch Media has just announced the signing of Smarties. We're not making this up - Smarties Meltdown sees Big Blue trying to save the Smarties Factory Ship.

EVIL ON THE BIG SCREEN

Milla movie magic...

Following such profitable film franchises as *Tomb Raider*, it should come as no surprise that zombie-related action is returning to the cinema with *Resident Evil: Afterlife*, which once more sees easy-on-the-eye Milla Jovovich as heroine Annie. And if one Resi sequel isn't enough for you, then Constantin Film AG has also announced plans for a fourth instalment, slated to be set in Tokyo.

With *Alone In The Dark* and *House Of The Dead* already out and work progressing on *Silent Hill* and *Prince Of Persia*, videogames could soon dominate the multiplex!



All the latest mini stories from the world of PS2

NEWS BRIEFS

FLINTOFF SIGNS WITH EA

We're used to EA signing deals with various sports superstars but usually they're American icons that mean nothing to us. It's a different story with *Cricket 2005* (Well, it's hardly likely to be a Yank star on the cover now, is it?) as England's Andrew Flintoff has just signed on to promote the game. Flintoff may have only been around for a few years but he's managed to turn around the fortunes of the English team, meaning that our test side is now feared once again.

Stars Flock To Narnia



Hollywood bigwigs

CURRY LOVE: Straight to number one



MONKEY MAGIC

Following the Ape Escape monkeys' appearance in *Metal Gear Solid 3*, it has been confirmed that there is a *Metal Gear* mini-game in *Ape Escape 3*. The tactical espionage adventure is entitled *Mesaru Gear Solid* and sees you playing as an ape which has been injected by a scientist and thus has all the abilities of Solid Snake. YES!





WEB FLUID

Your friendly neighbourhood Spider-Man uses his über-strong Web Fluid to fly around the city with the greatest of ease.



ARACHNID ACTION!

Now we love the Bat, and Supes is pretty cool too, but really if you're looking for the greatest hero of them all... it's Spidey!

**COMING
SOON**

GET THE BUG SPRAY - SPIDEY'S BACK ON THE TOWN!

>> ULTIMATE SPIDER-MAN

If your Spidey senses are tingling then it's probably because you've checked out just how awesome the latest *Spider-Man* adventure is shaping up to be. *Ultimate Spider-Man* is a little different to recent comic book titles, as it doesn't have a movie attached to it, instead it's an original adventure created by famous comic book writers Brian Michael Bendis and Mark Bagley.

The other big difference here is that for the first time you don't just take the side of justice – now you must step into the shoes of both Spider-Man and Venom, a super-villain with an appetite for destruction. This means that you get the chance to go off on a crazy rampage and smash up the city, rather than just upholding the law and saving the girl. *Ultimate Spider-Man* offers two completely different combat systems, with Spidey using acrobatic moves galore

while the evil Venom simply smashes through anything in his way!

The comic book feel is achieved through 3D comic inking technology created specially for the game. The comic feel extends to the between-action cut-scenes which have the look of animated comic book panels. This truly is one of the best-looking PS2 games ever.

Those who enjoyed the free-roaming environs of *Spider-Man 2* should be thrilled to learn that the city has been expanded, giving our hero the chance to explore Queens – just don't go exploring there after dark, eh Home? Men in spandex suits don't go down too well in those parts...

WE LIKE THIS

■ *Spider-Man 3* was probably the best superhero game ever and this looks like repeating the trick – plus it has an awesome new comic book look

LOWDOWN

Let's hope that the game has a decent original story without the movie plot to fall back on or movie clips to keep the action flowing

BUT NOT THIS

COMING
SOON

NO, IT'S NOT THAT BOND BAD GUY WITH THE METAL MOLARS...

>> JAWS UNLEASHED

Released in 1975, *Jaws* broke all box office records and went on to become one of the highest grossing films of all time. Now Majesco is hoping ol' big mouth can help repeat that success with *Jaws Unleashed*.

The story sees *Jaws'* underwater environment disturbed, leaving you to play the role of the big shark with the even bigger attitude problem, as you set about causing mayhem with your claret-stained chops. With over 25 points of dismemberment for each enemy, you can expect to get a bit sore around the gills as you gobble and nip in this submarine slaughter-fest from the creator of *Ecco The Dolphin*. Featuring fully chomppable characters and environments from the movies, a selection of story-based and free-roaming missions, as well as some fearsome arena bosses, *Jaws Unleashed* will try to eat its way through the competition in late August.

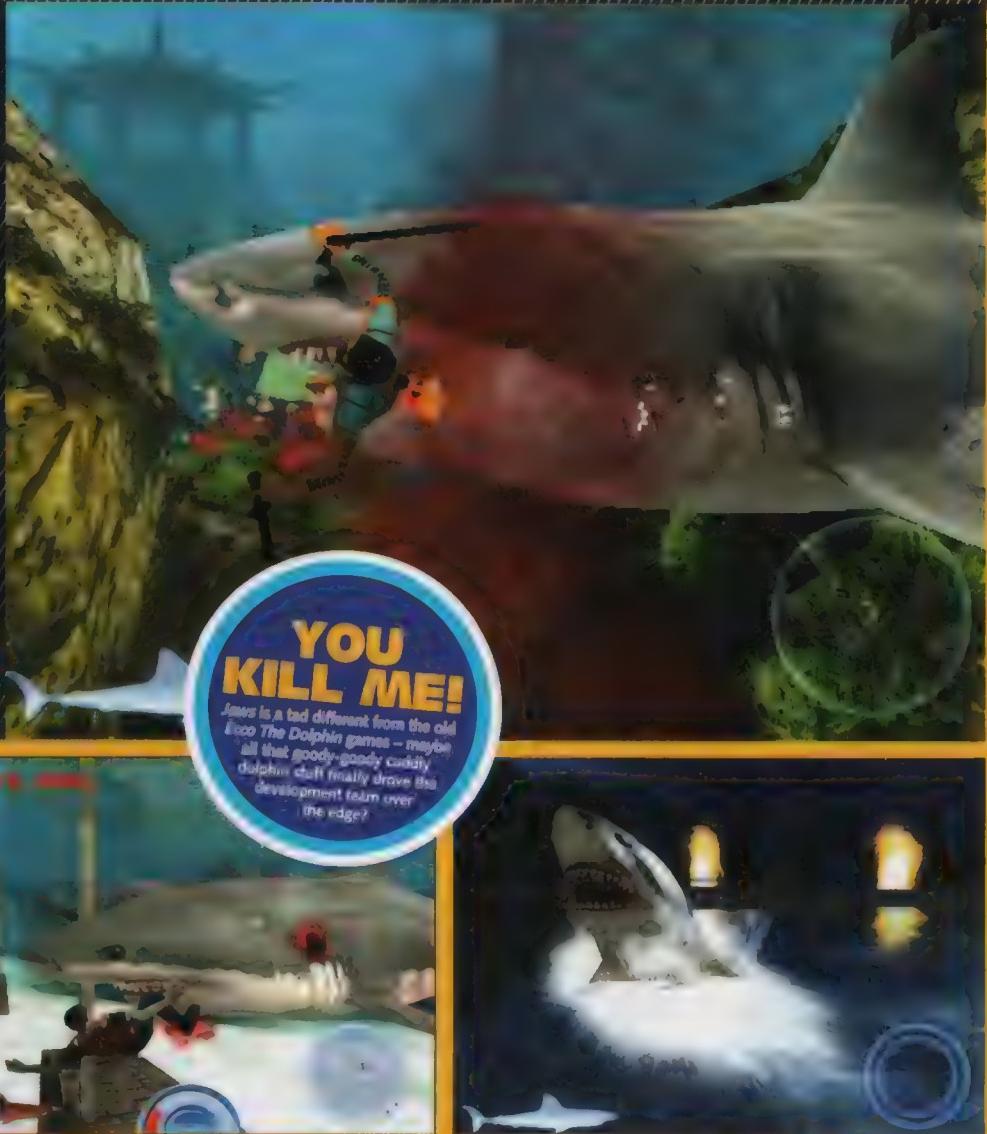
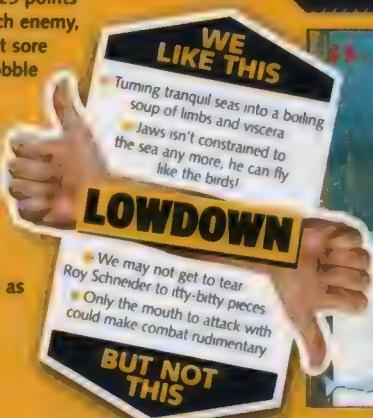
DETAILS

- PUBLISHER: Majesco
- DEVELOPER: Appaloosa Interactive
- GENRE: Action/Adventure

RELEASE DATE
AUGUST

YOU KILL ME!

Jaws is a tad different from the old *Ecco The Dolphin* games – maybe all that goody-goody cutiey-dolphin stuff really drove the development team over the edge?


**COMING
SOON**

I DON'T GO SOUTH OF THE RIVER AT THIS HOUR

>> TAXI DRIVER

Based on director Martin Scorsese's gritty and disturbing 1976 classic, this third-person adventure aims to explore the psychological madness of the obsessed, alienated anti-hero, Travis Bickle. In a true-to-life free-roaming recreation of Seventies New York, you must engage in a combination of driving and on-foot missions, becoming a one-man rainstorm, washing the scum from the streets.

Picking up fares features, along with a number of internal locations plus a unique method of curbing your bloodlust for innocent civilians. Playing with such an amazing movie licence is a dangerous game, so let's hope the development team gets it right, otherwise we'll be sending our buddy Bickle round to their place...

DETAILS

- PUBLISHER: Majesco
- DEVELOPER: Papaya Studio
- GENRE: Action/Adventure

RELEASE DATE
SPRING 06

WE LIKE THIS

- The heady combination of guns and psychosis make Bickle a character you'll want to play as.
- The ability to duel-wield, plus some nasty finishing moves.

LOWDOWN

- Playing with cult classics like this isn't generally a great idea and can leave us with travesties like the God-awful *Miami Vice*.

BUT NOT THIS



SCORE-1

00230

TAITO

05000

SCORE-2



COMING SOON

IT STARTED WITH INVASING ALIENS, WE NEVER THOUGHT IT WOULD COME TO THIS

>> TAITO LEGENDS

Retro fans beware, you could well be 20 quid lighter come September as Taito jumps enthusiastically onto the nostalgic anthology bandwagon. *Taito Legends*, a sumptuous collection of around 30 vintage titles, covers the golden years of arcade gaming from the late Seventies right through to the Nineties. It includes such aging beauties as *Phoenix*, *Space Invaders* and *Bubble Bobble* – all guaranteed to bring back memories of arcades full of overflowing hip-high ashtrays, bright red, gum-crusted carpets, dodgy two-button upright machines and the stench of fish and chips. If you have a longing for cutesy bubble-blowing dragons, laser-toting Kiwis and methodically advancing aliens you really need look no further.

At less than a quid for each over-ripe masterpiece, *Legends* is looking to dominate the crowded retro

market by supplying something genuinely satisfying from the pre-novelty arcade era. Each – we've been earnestly assured – is a perfect port of the original. Among the remaining mélange of games, *Operation: Wolf*, *Rainbow Island*, *New Zealand Story*, *Darius Garden* [nothing to do with that bloke from *Pop Idol*, I trust? – Ed] and *Rastan* look to be the juiciest picks, taking you all the way back to your pimply-faced youth.

Although the final collection has yet to be announced, those titles already confirmed have shifted our saliva production up a gear as we await the full retro vivisection. Get ready to splurge your rainbow wad, brandish your greasy Uzi and sick up thousands of little bubbly vom-burps in what has the potential to be the must-have for all retro freaks.



RETRO-TASTIC

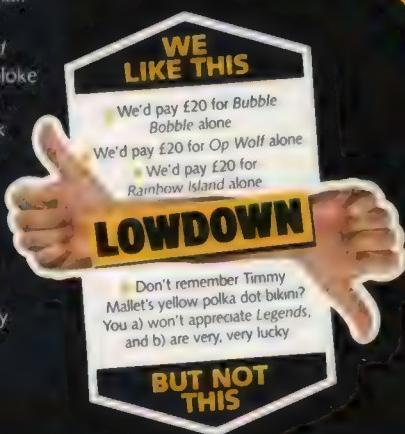
Chucking up rainbows, collecting gems and stamping on bugs – Taito's masterful *Rainbow Islands* still rocks.



DETAILS

- >> PUBLISHER: Empire Interactive
- >> DEVELOPER: Taito
- >> GENRE: Party/Puzzler

RELEASE DATE
SEPT 05



WE LIKE THIS
We'd pay £20 for *Bubble Bobble* alone
We'd pay £20 for *Op Wolf* alone
We'd pay £20 for *Rainbow Island* alone

LOWDOWN
Don't remember Timmy Mallett's yellow polka dot bikini? You a) won't appreciate *Legends*, and b) are very, very lucky

BUT NOT THIS



>> GO PLAY GAMES

GAMING INSANITY RETURNS TO SCOTLAND

Apparently, some of you are sick of reading about E3 and the other trade shows where we get to play the latest titles months before you get your mitts on them. Well, moan no longer, as from 10-14 August – if you can get to the Edinburgh International Conference Centre – you can play all tomorrow's biggest hits, today! (Er, or next month, in this case.)

Go Play Games, which runs as part of the Edinburgh Interactive Entertainment Festival, features 1,280 square metres of gaming

Not so grim up north!

nirvana, with not only the chance to try out all the best games, but also to pick up some free stuff. Sony is also running contests based around the recent SingStar Popworld and its forthcoming music extravaganza Buzz! (see pages 14-15 for more on this one). Tickets are available for just £3 by calling 08700 600 100 or logging onto www.ticketweb.co.uk. Oh, and we'll be there, bothering industry types and members of the public alike, so keep an eye out for us and you might end up in the mag! **FB**

>> PIXELATED POP

BLOCK ROCKIN' BLEEPS

Videogame music gains a popular following...

Remember the bad old days when gamers were considered outsiders indulging in an odd, fairly geeky hobby? Well, with each year that passes, videogames move closer to the mainstream, and the latest push for respectability sees the Clear Channel Music Group announcing a videogames music concert tour, which sees some of gaming's most memorable tunes brought to life.

Featured titles include Metal Gear Solid, Medal Of Honor, Splinter Cell and Beyond Good And Evil, Nintendo classics Mario and Zelda and, from the world of Microsoft, Halo. The tour also includes an arcade medley, so if



you dream of hearing tunes from Pong and Donkey Kong then this – presumably – is the event for you. The first concert took place at the famous Hollywood Bowl on 6 July – further dates are set for Boston, Atlanta and other US cities. Will this help to reduce the 'nerd factor' of gaming, or is it simply the ultimate in geek entertainment? Time will tell...



Just for geeks? Log on to the forum and have your say!

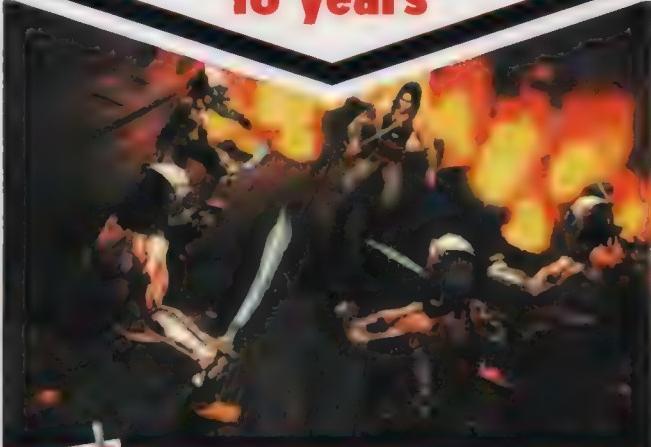


YEAR
'89

PRINCE OF PERSIA

Plucked from the loins of a lonely Frenchman, Prince Of Persia's sandy swordplay made ancient Iran fun again. Little Jaffar had to save the beautiful Princess from the chubby mitts of an evil Sultan – what a nice lad!

FAST-FORWARD 16 years



YEAR
'05

PRINCE OF PERSIA 3

Glossier and more stylish, (and that's just his hair) our hero's ready to check into the asylum in POP3. Split personalities, gratuitous slaughter and hiding in shadows – who needs to check the dosage on their medication?



TOP FIVE GAMES IN JAPAN

1 ZILL O'LL INFINITE

A classic PlayStation RPG gets a next-generation makeover.



2 DRAG-ON DRAGOON 2: LOVE RED, AMBIVALENCE BLACK

Take to the land and the air with this sequel set 18 years after the hot game.



3 RAKUSHOU! PACHINKO SLOT SENGEN 3

It's got gambling. It's got magical ladies. What more could you want?



4 FUTAKOI ALTERNATIVE: AI TO SHOUJO TO MACHINEGUNS

Did someone order schoolgirls and adventuring? Of course you did!



5 KENKA BANCHOU

A high school student (with ace hair) battles against rival gangs in an old-style fighter.



THE NEWS –
FASTER THAN A
SPEEDING BULLET
TRAIN!

OUR MAN 平 IN JAPAN 姓

EXCLUSIVE
HOT
JAPANESE
NEWS!



TOKYO BUS DRIVER 2

JAP

INFO

While Western gamers look for violence and blood, the Japanese are enjoying this oddity: drive two real Tokyo buses and lose points if you take a wrong route or violate

the traffic signals. Once you've driven to the destination, you get comments from the passengers and good drivers might even get thank you letters or drawings from the children on board!

TOP GADGET CHORO MODE PET

INFO We love Aibo but we just can't afford the little fella. Luckily there's a cheaper option for those looking for robot pet action. Choro Mode Pet plugs into your mobile phone, which can then be used as a remote control. There are more complex commands that can be programmed in too, so you can make your pet sing, get scared or spin around. Choro Mode Pet comes in dog, cat and rabbit versions and is the perfect virtual pet!



TOKYO POP

INFO Detective Conan is one of Japan's best-loved anime series. The story follows a high-school detective who shrinks to the age of a grade schooler. So far there have been over 400 episodes of the show and nine movies.



NEXT MONTH
The UK's 'must' digest

**COMING
SOON**

A TENNIS TITLE THAT'S TIDIER THAN SHARAPPOVA'S ARMPITS

>TOP SPIN

Originally an Xbox exclusive, *Top Spin* comes to the PS2 at the thundering pace of a Sampras serve with its unique claim to be the PlayStation2's only online tennis title.

Featuring 16 of the world's finest players – including Wimbledon winners Roger Federer, Venus Williams and the heavily deodorised Maria Sharapova – in addition to a highly customisable player creator, *Top Spin* gets intimate with the sport, letting you pull off the full range of moves and then some.

With more than a little mid-match McEnroe-esque bitching and a wide range of trick shots there are more than enough extras to satisfy gamers who want a little fun in their rallies. A lengthy and engrossing single-player experience as well as the limitless opportunities afforded by the online aspect, should make *Top Spin* an exciting addition to the PS2 court. Now you don't have to wait until June to hear that baseline grunt...

**DETAILS**

- PUBLISHER: 2k Sports
- DEVELOPER: PAM
- GENRE: Sports

RELEASE DATE
SUMMER

**WE LIKE THIS**

The number one tennis franchise looks every bit as involved as the Xbox version. The delectable Sharapova is great, even in polygon form.

LOWDOWN

Copying the Xbox Live features could be tricky on PS2. If it's like the Xbox edition, some bits could be hard for casual gamers.

BUT NOT THIS

**COMING
SOON**

ANCIENT ARCADE BEAUTIES REVIVED

>CAPCOM CLASSICS COLLECTION

Capcom, creator of some of the greatest games in arcade history, is to release a bumper pack of its greatest hits, giving you a great opportunity to travel through time, back to the golden age of arcades.

Covering more than ten years of Capcom's history, this glorious gathering of gaming genius not only offers a medley of your favourite titles, but digs up a heap of original artwork, remixed soundtracks and even doles out hints and tips. The line-up includes some classics among the 20 titles – with 1942, Commando, Final Fight, Ghosts 'N' Goblins, Mercs and Street Fighter II all putting in an appearance, there's not much room for filler. Get ready for a splurge of retro love in September.

DETAILS

- PUBLISHER: Capcom
- DEVELOPER: Capcom
- GENRE: Various

RELEASE DATE
SEPT 05

**WE LIKE THIS**

Wow – masses of arcade hits without the usual array of half-asleep pap that seems to weasel its way into these retro compilations.

LOWDOWN

Even though these are classics, they may not hold much interest for those who aren't after a nostalgia hit.

BUT NOT THIS

VIDEOGAME OBSESSIVE

#7 PUZZLE GAMES FANATIC

(*Smuggus Tefalhead*)

"Check out the big brain on Brett!" Samuel L Jackson might have cried, had he ever lowered himself enough to visit this man's house. And if he'd been called Brett. The giant cranium of the puzzle maniac houses an oversized cerebellum ideal for doing crosswords, quizzes and those annoying logic-problems that interrupt adventure games and which everybody else just looks up the solution to on the internet. If you ever wondered who actually enjoys playing *Myst*, now you know.

DISTINCTIVE FEATURES:

- 1** Head extension for giant brain
- 2** Smug smirk of superior intellect
- 3** Pens for every occasion
- 4** Scientific calculator/electronic dictionary



QUICK COMPO

Win! Win! Win!

Win yourself one of five excellent *Sensible Soccer* plug 'n' play TV games!

All you have to do to be in with a chance is answer this simple question...

Q. Which of these is NOT a PS2 football game?

A: Pro Evo 4

B: ISS3

C: Sega Bass Fishing

To enter, simply fill in your answers on the entry form on page 109. Closing date for entries: 29 August.

Bits 'n' pieces from the world of PS2, PS3 & PSP...

NEWS BRIEFS >Q3

FRIENDS ARE HERE!

The mad world of *Happy Tree Friends*, where cute animals get killed in gruesome ways, was an online cartoon, then a DVD, as well as becoming an MTV show. Expect to see the game sometime next year.

QUIZ WHIZ

Following the popular *Great British Football Quiz*, Liquid Games has announced that it's set to release a series of trivia-themed quiz titles. Will they take off? We'll have to ask the audience...

CRAZY SOD

Please don't release a *Crazy Frog* videogame says the rational head of P2. "The games world is the next logical step for this congenital hero," says Stefan Heinemann, the guy responsible for the irritating amphibian.



>> SCRAPPING IT OUT, OLD-SCHOOL

SAMURAI I AM...

King Of Fighters 'sho' us how it's done



SOFT-HEARTED SECRETARY SAYS:

"SWORDS LOOK VERY NICE ON THE WALL..."

also slow down time, allowing you to give your opponent a swift kick in the groin before he has a chance to defend himself. Nice.

There are 27 characters to choose from, with nine brand new grapplers making their debut for this instalment, and if you have enough time on your hands to perfect all the different fighting styles, you can also throw down your weapons and fight unarmed. All this old-school fun comes with an old-school price, so you'll be able to get to grips with *Samurai Shodown V* in September for only £19.99. Count us in! P2

WHO'S WHO?

TOM
STAFF WRITER

>> New job: Tom spends his time roaming the planet solving riddles. But what's his real key?

DUNCAN
ART EDITOR

>> Wary of bad publicity, Duncan likes to maintain an air of mystery...



COMING
SOON

GIRLS, GUNS AND COLOSSAL CRAWLY THINGS...

>> D1rT

After watching a good few hours of MTV we thought that Christina Aguilera was the dirtiest girl around but things are about to change! And no, they're not making a game about Paris Hilton... thank God.

When a game's called 'Dirt' (or *D1rT* as the name was changed to just before we wrote this nothing like making the sub editor's life easy, eh?) and stars a feisty female, then the implication is that you're going to be in for a fair bit of smut. Unfortunately for all the porn-starved plebs out there, that's not the case with this game... no this one actually has a plot.

Deep in the Nevada desert a military unit is testing a new weapon, codenamed Project GI Ants [Oh come on! What's with all the lame acronyms guys? – Ed]. The ingenious plan is to create battlefield infantry by mutating insects and parasites into super soldiers... well it worked in *Starship Troopers*. But of course, as things often do, the tests go horribly wrong and the lives of those in a small desert community are altered forever.

Enter the titular Dirt. Oh alright, D1rT (honestly, I don't know!). Waking up in a dingy jail cell, this urban, rock chick-type struggles to remember what happened to her and her friends... cue plenty of ass-whupping, laser-blasting and vengeance-seeking, involving various move combos and a truckload of weapons. Not only must you wage war against a vast array of mutated abominations, but you also need to take on the shady military organisation responsible for the chaos, in order to rescue your buddies and make it out alive.

During exploration, the game throws up a number of various challenges where you have to weigh up your options – it's risk versus reward all the way. If you complete a task, you gain extra information and abilities in what's being dubbed 'RPG Lite' (shouldn't that be 'RPG Zero'?), a supposedly unobtrusive character enhancement system that encourages you to play in your preferred style, be that stealth, exploration or gung-ho shooting.

DOWN & D1RTY

Want to bring a spot of class to D1rT or even cause things up a bit? Why not enter our nationwide competition on page 46?



DETAILS

>> PUBLISHER: Deep Silver
>> DEVELOPER: Nu Generation
>> GENRE: Action/Adventure

RELEASE DATE
OCT (TBC)

WE LIKE THIS

- Loads of mutant bugs to kill
- It's about time we had another lovely lady on the games scene
- Tried to do something new with the RPG formula

LOWDOWN

- Stupid mix of letters and numbers in the name
- Could just become another derivative action/adventure title

BUT NOT THIS

"I'VE BEEN
GAINING MORE
EXPOSURE
FROM THINGS
LIKE WINNING
MISS HOT
IMPORT
NIGHTS"

77



MOANING
MIDDLE
MANAGER

SAYS:
"THAT GIRL'S
INTEGRITY
MAKED DOES
HER MOTHER
SHOW SHE
WANDERS
AROUND IN HER
UNDERWEAR!"



P2 CELEBRITY INTERVIEW!

THEKLA ROTH

P2 GETS ALL HOT UNDER THE COLLAR AS WE INTERVIEW MISS HOT IMPORT NIGHTS AND STAR OF UBISOFT'S NEW RAUNCHY RACER 187 RIDE OR DIE...

Recently Ubisoft announced that its new combat driving game 187 Ride Or Die is to feature some well-known stars, including men's mag cover girl Thekla Roth. On hearing the news, P2 jumped into its fastest ride to get an exclusive one-on one with the twice crowned 'Miss Hot Import Nights'...

P2: You've achieved a lot in your career so far from appearing on front covers, to starring in music vids, was being in a videogame an ambition?

TR: It was very much by chance, it came about because of my connections with the fast car community, but when Ubisoft approached me I was over the moon. I've been gaining more exposure from things like the Benny Benassi Satisfaction video – you know, the one with everything bouncing about – and from winning things like 'Miss Hot Import Nights' but this is something completely new. I must admit that starring in a videogame wasn't on my 'to do' list but I'm really glad I've done it, it's something that I can look back on.

P2: How does the world of games compare to all those photo shoots and car events?

TR: The main difference is the type of people, gamers are very enthusiastic and interested in every aspect of the product.

P2: Is that just a tactful way of saying we're nerds?

TR: No, not at all, everyone has been very nice, but I have had a few tricky questions from some of the European journalists. I think they should make a videogames dictionary for people like me because, as any of my friends will tell you, I'm certainly not a gamer, I'm terrible at them.

P2: So what frame rate does the game run at?

TR: Pardon?

P2: Only joking. Is appearing in videogames a stepping-stone to TV and film? Will we see you in Hollywood next?

TR: I certainly hope so, I'd like to branch out and do lots of different things. In fact, I'm moving out to the States very soon as I have two film roles lined up but I'm not allowed to discuss them at the moment. I'd like them to turn this game into a film; I think it's got the right elements to be a hit: fast cars, glamorous girls and plenty of action... and hopefully I'll be guaranteed a part!

P2: You're a famous face on the fast car scene but do the racing games interest you and the other rev heads?

TR: As I've said, I'm not really much of a gamer, I like the real racing more, but many of the people at the car shows are really into them. I suppose they would be as it gives them a chance to tinker with cars even more. Some of the guys even have PlayStation and Xbox consoles built into the back of their cars so that they can play whenever they feel like it.

P2: What was your first car – was it anything like the rides in the game?

TR: A Red Toyota MR2 but I managed to crash it soon after I got behind the wheel. I was tearing around the North Circular and lost control on a corner, taking out the whole back end. At the time, I was gutted.

P2: Nasty! Don't want to dwell on that: 187 has a hip-hop soundtrack, is that the type of music you have pumping out of your stereo?

TR: Yes, definitely. I'm a big fan of hip-hop and R'n'B – it's the kind of music I grew up with and I still love it today.

P2: So what's your role in the game, and were you involved in the creation of the character?

TR: My character's name is Jen and she is responsible for starting the races. I wasn't overly involved in the creative process – it was all done from a photography session rather than motion capture or anything like that. I'm really pleased with the result though, I think it looks just like me.

P2: Can P2 come cruising with you sometime?

TR: If you can catch me I'll think about it!

QUICK FIRE QUESTIONS

As we were getting pushed out of the door we banged out these quick fire questions...

>> PlayStation or Xbox

Xbox (we're sure she doesn't mean it!)

>> Ratchet or Clank

Clank

>> Cats or Dogs

Dogs

>> Pad or Joystick

Joystick

>> Jordan or Jody

Jordan

>> TV or Film

Film

>> Boxers or Briefs

Boxers

>> Rock or Hip-Hop

Hip Hop

>> Beer or Cocktails

Cocktails

>> Cars or Motorbikes

Cars

>> Smooth or Hairy

Stubbly

>> Roy or Tom

Tom (What?!) – Roy

DID YOU KNOW?

1 187 was previously known as Notorious: Die To Drive but the name was changed to make it sound 'street'.

2 Samuel L Jackson starred in a Dangerous Minds-style movie called 187 about a teacher in an inner-city school.

3 Along with Thekla, 187 features Hollywood stars Larenz Tate (*Menace II Society*) and Noel Gugliemi (*Training Day*).

4 The code 187 appears in Snoop Dogg's *What's My Name* from his Doggy Style album where he spits rhymes about his run-ins with the law.

5 The moniker 187 is not just a randomly chosen number – it comes from the US Police code for a homicide.



A person's face is partially visible through a window, looking directly at the viewer. The window has a red circular sign that says "COMING SOON".

COMING
SOON

IT'S TIME TO TAKE THE RED PILL

DETAILS

>> **PUBLISHER:**
Atari
>> **DEVELOPER:**
Shiny Entertainment
>> **GENRE:**
Action/Adventure

RELEASE DATE
Q4 2005

>> THE MATRIX: PATH OF NEO

Awesome, bogus, bodacious... meaningless buzz words now, but when we first heard them coming from the mouths of two slightly stoned teens attempting to complete a history project back in 1989 they were a revelation. Ted Theodore Logan and Bill S Preston Esquire totally changed history but, in the years since, we've heard very little from Mr Preston, while the feckless fop Logan – otherwise known as Keanu Reeves – has gone from strength to strength. Reeves has taken on numerous roles, from Shakespearean villain to surfer FBI agent, but now he's back to reprise his most memorable role to date, that of net-head Neo in Atari's new *Matrix* marathon, *Path Of Neo*.

This new adventure is based mainly within the confines of the original (and best) *Matrix* movie and enables you to actually play as Zion's saviour and relive his most important and memorable situations from the trilogy, along with a few extra scenarios not

featured in the films. Yes, that's right, no rubbish minor characters, just Neo and a whole world of action. Sci-fi siblings the Wachowski brothers have been working very closely with developer Shiny Entertainment on this for quite some time and have been busy scripting new scenes and re-editing the trilogy to better suit the videogame format – there's even a new ending, as the lame end for our hero in *Revolutions* simply wouldn't be enough to satiate the needs of action-hungry gamers.

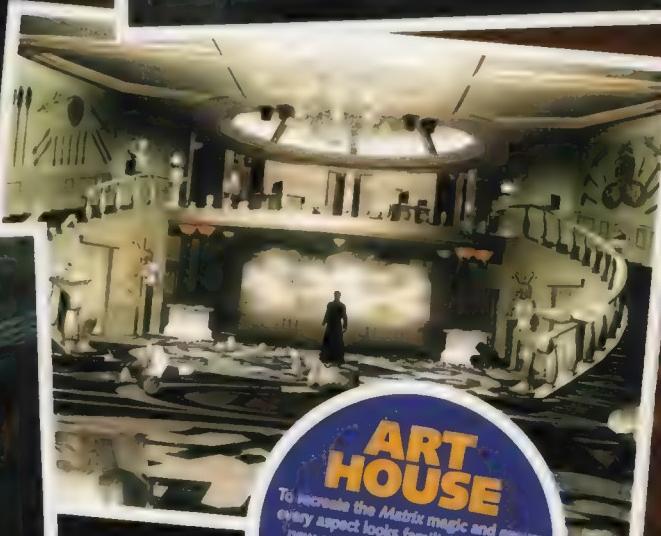
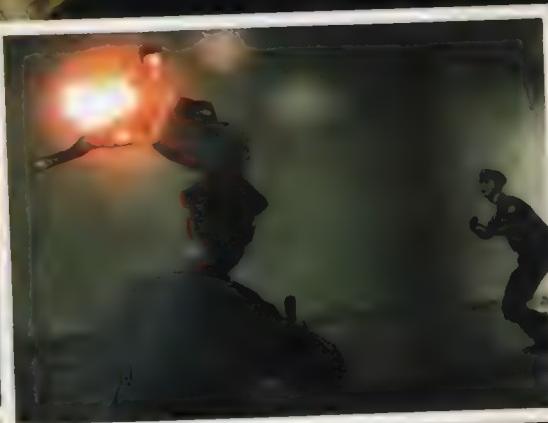
The game is not an exact replica of the movie, as certain sections have been altered in order to keep the action levels high. In fact the whole thing begins on a high with a dream sequence depicting the famous carnage-filled lobby scene... thus fulfilling the promise of plenty of action from the off. A great deal of time has also been spent editing and creating new scenarios so that the entire *Matrix* trilogy can be experienced from Neo's perspective. ▶

**"THE WACHOWSKI
BROTHERS WILL BE GIVING
THEIR LEGIONS OF FANS
THE BEST OF EVERYTHING"**

Atari Press Release

**STICK
IT TO 'EM**

The combat system certainly looks like it's coming along nicely. All the awesome weapons that Neo will wield in the *Matrix* films are set to feature from machine guns and Katanas to 10-clawed fangs swords.



**ART
HOUSE**

To recreate the *Matrix* magic and ensure every aspect looks familiar, whenever a new concept was formulated Shirley consulted the artist responsible for the movie concept art. He advised as to how to represent them exactly the way they would have appeared on screen.

I HAVE THE POWER

New weapons are bestowed with a character upgrade system that allows the lead Agent to enhance his skills as he progresses through the game. Upgrades include his cool Code Vision and the ability to fly.



DANCING QUEENS:

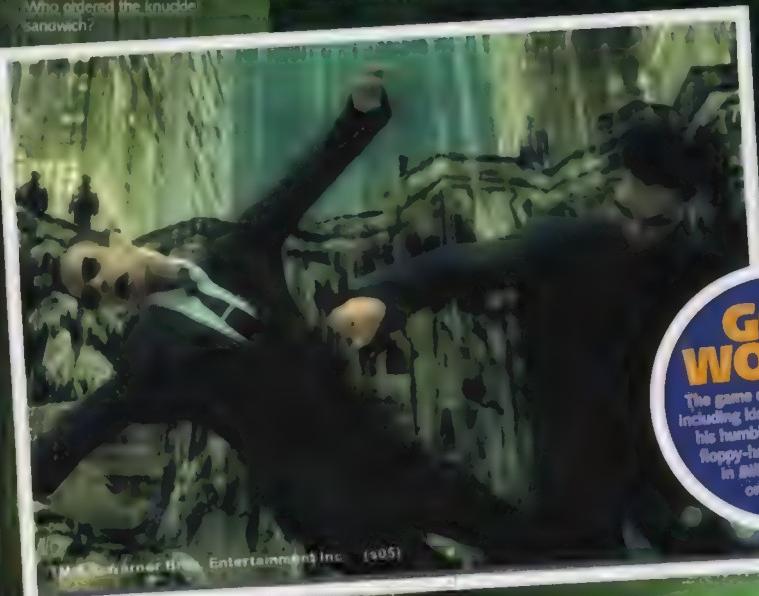
They would have to get some serious practise in before the Strictly Come Dancing audition.

Who ordered the knuckle sandwich?

→ In-game, the *Matrix* maniac can expect to find all the features they're hoping for. All the central characters are in here this time around, including Neo's lovely lady Trinity and the mellowed-out Morpheus, plus gameplay is much more focused on elements that made the films such a success. This means we should get plenty of shooting, loads of crazy martial arts and of course the ever-present 'bullet time' moves. The Chosen One needs all the weapons and skills if he hopes to deal with the multitude of enemies standing in his way. Shiny has worked hard to replicate the scale of the films by having hundreds of Agent Smiths onscreen at once – at the last count it

was over 1,000 of the maniacal men all moving around smoothly and just itching to get a piece of their nemesis, Neo.

In terms of visuals the game is looking pretty sweet – we're pleased to report that both the cut-scene and in-game footage is every bit the game we've been hoping for, featuring both multi-person combat and full 3D aerial manoeuvres. As far as level design goes it's early days but we did get the chance to see a level based on the premise of a corrupted computer file – which was intriguing – as well as *déjà vu* sections where environments 'crash' and blend into each other on the fly, which should keep gamers on their virtual toes. With a variety of gameplay sections and the focus more on what made the film franchise so popular, we have high hopes for *Path Of Neo*. With a top-class cast of characters, a choice of the best material from all three films and no serious time constraints regarding the game's development, Shiny will have no excuse if this fails to deliver 'The One' we've all been waiting for.



GOT WOOD?

The game contains cameos including Keanu who, from his humble beginnings as a floppy-haired time traveller in *Bill And Ted*, went on to play Neo.



WE LIKE THIS

- We finally get to play as Neo
- A new and hopefully improved ending
- Plenty of old-school kung fu chaos

LOWDOWN

- The first *Matrix* game was a bit of a let-down
- The second and third films were a big let-down

BUT NOT THIS



Ringtone Charts

1) Crazy Frog - Axel F	Rin4770	Rin4780
2) Akon - Lonely	Rin4771	Rin4781
3) Eminem - Mockingbird	Rin4772	Rin4782
4) 50 Cent - Candy Shop	Rin4773	Rin4783
5) Tony Christie - To Amarillo	Rin4774	Rin4784
6) 50 Cent - Just A Lil' Bit	Rin4775	Rin4785
7) James Blunt - You're Beautiful	Rin4776	Rin4786
8) Audio Bullys - Shot You Down	Rin4777	Rin4787
9) Gorillaz - Feel Good Inc.	Rin4778	Rin4788
10) Nelly - N Dey Say	Rin4779	Rin4789

Named artists may have recorded more than one version of the featured ringtones & may not be the only artists who have recorded the song.

polyphonic monophonic

Pop Goes The Frog! 30p*

from as low as
when you join clubs
for just £3/week
see details below

Ringtones

	poly	mono	real
Popcorn Mix	Rin4830	Rin4831	Real1935
Axel F	Rin4832	Rin4833	Real1936

Videoringtones

DJ Crazy	Don't Eat Me
Video607	Video608

Wallpapers



Animated Screensavers



Themes



Crazy Sound Effects
Crazy Frog
Crazy Frog Is High
Frog & Griffriend
Goooooooooool
Rollercoaster
Frog Is Puking
Empty Pool Jump
Fun2644
Fun2645
Fun2646
Fun2647

Pic1694
Pic1695
Pic1696
Pic1697
Pic1698

Themes
Play217
Theme480
Game223
Game224
Game225

Ringtone Stars
Crazy Frog
Crazy DJ
View294
Nessie Dragon Love
View295

Ringtones
DJ Crazy
Nessie The Dragon
Sweaty Remix
Little Birds Rock
Star1046 Star1047 Star1048
Star1049 Star1050 Star1051
Star1052 Star1053 Star1054
Star1055 Star1056 Star1057

Videoringtones

Themes

Sound Effects

Angry Phone	Fun2620
Best Of Selecta**	Fun2621
Best Of Britain**	Fun2622
Bogies (Dick And Dom)**	Fun2623
Captain Abu Dan Air India	Fun2624
Check Your Text	Fun2625
Dark Telephone Force	Fun2626
Fhns - Caught In A... **	Fun2627
Free Elliot**	Fun2628
Indian Phone Advisor	Fun2629
I'm A Geeper	Fun2630
Joey - How Are You... **	Fun2631
Lou And Andy**	Fun2632
Man Uni - Commentary	Fun2633
Nessie - Fly Together	Fun2634
Peter Kay - Pick Me **	Fun2635
Pick Up You Silly Moo!	Fun2636
U Have Got A Message	Fun2637
Who Are Ya?	Fun2638
Yoda (Cover)**	Fun2639

Videoringtones

Themes

Sound Effects

Videoringtones

Themes

Sound Effects

Videoringtones

Themes

Sound Effects

Videoringtones

Themes

Sound Effects

Videoringtones

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Sound Effects

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Themes

Sound Effects

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Themes

Sound Effects

Videoringtones

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COMING
SOON

ROGER MOORE OR SEAN CONNERY? THE CHOICE IS YOURS!

>>SPY TOY

Sony has certainly proved that the EyeToy is not a one-trick pony, producing a number of innovative and fun titles over the last year or so. The latest is one that'll appeal to budding James Bonds everywhere, as the EyeToy turns your television into a security system.

In true *Mission Impossible* style, the game uses face recognition technology, which means that only you can unlock its secrets. This allows you to create a personalised alarm that's triggered if anyone else is foolish enough to enter your room.

This isn't just a handy tool though (we certainly wouldn't recommend using it to film your girlfriend in her underwear, no, no, no...) as Spy Toy also offers a series of new insane games based around different spy scenarios. So you'll get the chance to disable bombs, break codes, use photofit technology and even sky dive like you're a double-oh agent extraordinaire!

YOU'RE THE STAR

Our easily inflated ages love EyeToy games as they give us the chance to be James Bond - we're both shaken and stirred!

DETAILS

- PUBLISHER: Sony
- DEVELOPER: SCE London
- GENRE: Party/Puzzler

RELEASE DATE
SEPT

SPY TOY



COMING SOON

SAVE ALL PRIVATES - NOT JUST RYAN!

>> CALL OF DUTY 2: BIG RED ONE

If you thought that when you conquered *Call Of Duty*, your tour of duty in World War 2 was over you can think again, soldier, as the series is already blasting back with an explosive sequel. Rather than just rehash the first game, for *Big Red One* (insert hilarious innuendo here...) everything's had an overhaul, with new visuals, more intelligent AI enemies and new squad-based missions taking you right into the heart of enemy territory! The game tells the story of four soldiers, all up against it in increasingly tough campaigns. You're given the choice of following each character through their individual stories or taking each battle in chronological order for a more straightforward action-filled experience.

From what we've seen of *Call Of Duty 2: Big Red One*, it looks like we may have a *Medal Of Honor*-beater on our hands... find out in dispatches, soon!

DETAILS

- PUBLISHER: Activision
- DEVELOPER: Infinity Ward
- GENRE: First-Person Shooter

RELEASE DATE
AUTUMN

WE LIKE THIS

The first console outing for *Call Of Duty* was one of the most realistic and thrilling war experiences on the PS2. Who's to say they can't do it again?

LOWDOWN

The original's still fresh in our minds plus there's a new MOH title out - could it be gamers will start suffering from war fatigue?

BUT NOT THIS



**COMING
SOON**

THE HIGH-SPEED SERIES IS BACK... AND THIS TIME IT'S PERSONAL!

> BURNOUT REVENGE

Just when our eyes were beginning to adjust to the insane speeds and carnage-filled courses of *Takedown*, Criterion Games and EA decided to up the ante and show P2 a sample of what it has in store for us later this year. And we're pleased to report that things are set to get a whole lot better.

Having given the last game a resounding ten out of ten, we know that to say this next game is a vast improvement on the awesome *Burnout 3* is a bold claim to make, but with some devious new attacking moves, urban-based racetracks and more crashing than a five-year-old PC running Windows '98, *Revenge* certainly doesn't disappoint.

First up is the new Traffic Attack mode, which plays like a normal arcade racer but with a destructive twist – instead of time checkpoints to aim for, you've got your rival racers, simply slam into an opponent to receive a boost and time bonus. This

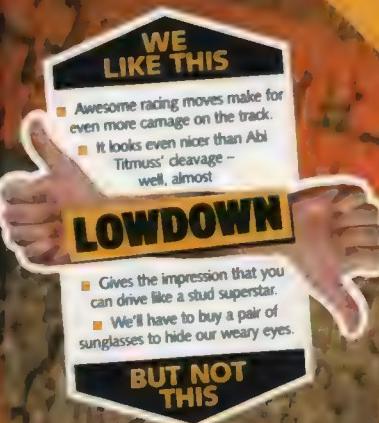
traffic-checking tactic can also be used to turn civilian cars into weapons as you catapult them across the track and into opposing racers or passing trucks, causing an awesome roadblock. The goal of the race is to score as many points as possible, so the more aggressive and destructive you are the better. The developer has also been pimping the classic Crash mode by adding new revenge-related features – now you are actively encouraged to seek out and take down cars that have given you grief during the race. There are also target cars for you to hit – take them out and you're rewarded with points and Boost bounty.

Even at this stage the game looks very good, the numerous multi-tiered tracks are different to those of previous installments. Add this to the rocking soundtrack and we've got a title that looks set to take down any rival racer on the gaming grid.

DETAILS

- >> PUBLISHER: Electronic Arts
- >> DEVELOPER: Criterion Games
- >> GENRE: Racing

**RELEASE DATE
OCT 05**



- Awesome racing moves make for even more carnage on the track.
- It looks even nicer than Abi Titmuss' cleavage – well, almost.

LOWDOWN

- Gives the impression that you can drive like a stud superstar.
- We'll have to buy a pair of sunglasses to hide our weary eyes.

BUT NOT THIS

COMING SOON

COME WITH US AS WE TELL YOU A STORY OF LIFE, LOVE AND LIBERTY CITY...

>> GRAND THEFT AUTO: LIBERTY CITY STORIES

In development for two and a half years, the portable version of *GTA* poaches all the best ideas from previous titles while simultaneously adding the surfeit of innovation that Rockstar is so famed for. If you can get your hands on a PSP, there's no doubt that the pocket-sized singularity of *Grand Theft Auto: Liberty City Stories* will be the game you're after, but just what can we expect from the biggest selling franchise this time round?

Based around the main character of Tony Cipriani, who you may remember from previous encounters, this game is set three years before *GTA III* and includes the top-notch voice talent and diverse radio soundtrack that we've come to expect from the series. Somewhere between *GTA III* and *Vice City* in length, *Stories* features many of the aspects of *GTA* life that we've come to know and love, along with many familiar characters.

Taxi and police missions are back, as well as a range of motors like the Sentinel, Bobcat and PCJ, and as you might imagine, being set in the same city, *Stories* uses a map only subtly changed from the original *GTA III* that features the three islands of Portland, Staunton Island and Shoreside Vale, each filled with the Diablos, Triads and Yardies that make *Liberty City* such a fun place to live. Verdict's still out until we tackle the final code for this one, but so far the most significant concessions which have been made for the series' transition to the PSP, are in the length of missions and the cut-scenes. Given the portable nature of the game, this is no bad thing, and the inclusion of motorbikes and costume changes more than make up for it. While you're waiting, you'll just have to settle for these juicy screenshots of Tony and his well-oiled weapon.



DETAILS

>> PUBLISHER: Rockstar
>> DEVELOPER: In-House
>> GENRE: Action/Adventure

RELEASE DATE AUTUMN 05

MISSION IMPOSSIBLE

The two missions we know of so far involve saving a mafia casino from destruction and collecting cash from an exploding warehouse. So Stories has a softer side!

SEE THROUGH

Other than the numerous additions like cars and on-the-go missions, a semi-transparent HUD makes the most of the PSP's screen.

WE LIKE THIS

- It's *GTA* on the PSP. What more do you want? (We're all out of room on sticks.)
- You can even play it on the toilet.

LOWDOWN

- You'll have gnarled claws after ten days' solid play.
- Need to develop a way of eating that doesn't involve hands.

BUT NOT THIS



>> PINBALL WIZARD

PLAY THE SILVER BALL FOR PEANUTS!

Get those flippers ready, it's time to play...

You're all well aware of what it's like when you go to play pinball down the local arcade, aren't you? There's always one flipper that's totally knackered, the stupid ball gets stuck down a hole or some little bastard has stuck his bloody chewing gum all over the glass. Now though, thanks to Empire, you need never leave the house again to get your fix of pinball action.

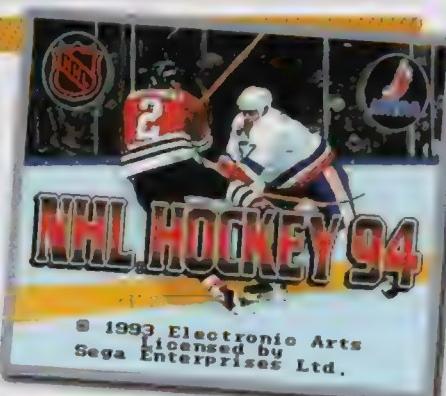
>> COOL AS PUCK

EA TAKES US BACK

Could this be the best NHL package ever?

The NHL series must always shift a respectable amount of copies in this country, even though we've never met anyone here that even likes ice hockey. To us NHL means huddling around a Super Nintendo (or Mega Drive) and wasting our lives playing the classic mid-Nineties editions.

Never let it be said that EA doesn't know what the punters want, because the 2006 incarnation features *NHL '94* as a bonus! Yes,



COLD-SHOULDER: Gaming the way it always used to be, check out all those lovely pixels!

two hockey titles for the price of one. And the surprises don't stop there as the new *NHL* plays faster and more furiously than in recent years, plus the new Skill Stick option means you can unleash a heap of trouble just by flicking the right analogue stick. The puck also now plays a bigger part, injuring those who get hit with particularly speedy shots, shaking up goalies and even knocking water bottles off the netting.

Yes, by looking back, EA has created the best hockey game for years and we'll be losing plenty of after-pub hours to this little beauty later in the year.



P2 TOP FIVE GAMING ANIMALS

Who wants realism in their games when they can have a humorous animated animal in comedy trousers? Cue P2's list of the five greatest animals to ever grace the PlayStation2...

SONIC THE HEDGEHOG

While most of these small, spiky fellows spend their time getting squished on dimly-lit dual carriageways, young Sonic decided that a life as road-kill wasn't for him, and instead dedicated his life to fighting evil by... er, running really fast and stealing gold rings. Speedy tealeaf.

01



CRASH BANDICOOT

Crashing onto the PSOne to a chorus of 'what the hell's a bandicoot?' (a rabbit-like, Aussie marsupial, since you asked). Crash battled evil, using crates, apples and his bouncy arse. Then some idiot issued him a driving licence, and the roads became even less safe for hedgehogs.

02



MONKEYS (APE ESCAPE 2)

Initially appearing on the PSOne, the popularity of these guys made them a shoe-in for a repeat performance on Sony's successor, and they're coming to PSP too. With flashing lights on their heads and comedy trousers these guys get everywhere... they even appeared in MGS3.

03



SLY RACOON

This cel-shaded mammal helped to perpetuate the racial stereotype that all raccoons are thieving bastards (it's the comedy burglar masks). Till now, Sly's been overshadowed by cartoon pals Jak, Daxter, Ratchet and Clank, but third time out, he's getting the recognition he deserves.

04



TEENAGE MUTANT NINJA TURTLES

Ah... the ninja turtle. Long would kids badger their folks for turtles as pets, only to quickly realise the little chaps weren't EVER going to learn that complicated double-heeled spinning jump kick. Thankfully, turtles in games are far more fun!

05



WIN £1,000

and a professional
model photoshoot!

WANNA BE FAMOUS?

Become the face of D1rT and win fame, fortune and the jealousy of your friends!*

Have you ever wanted to be the face of a videogame? Y'know – to dress up as the character and front the marketing campaign? Well now you can, because Deep Silver is giving one P2 reader the chance to become the face of its new action-packed videogame, *D1rT*.

We're looking for a reader to take on the persona of the titular D1rT (basically a hip, sexy, streetwise girl who's handy with firearms) for the PR and marketing campaigns. The winner will be invited to a professional model photoshoot, after which their image will be used for a poster, to appear in-store and in a future issue of P2!

And that's not all. No doubt some of you are probably thinking, 'but I'm a guy, what's in it for me?' and we realise that not everyone will make the best sexy female videogame lead. While guys ARE free to enter, to be honest, unless you look like that bloke who played the 'girl-who-was-actually-a-guy' in *The Crying Game*, then chances are you probably won't win. However, don't stop reading, because the second part of the prize is cash. Cold, hard, honest-to-goodness UK currency. £1,000 to be exact, and what happens to this cash is up to you. So if, for instance, you happen to have a sister or girlfriend (hell, even your mum if she's fit!) that you think would make a good D1rT, then why not persuade her to enter? If she wins, you can split the cash! Or even keep it all for yourself – we won't tell if you don't...



*Fame, fortune and jealousy not actually guaranteed – we'll give you cash and a photoshoot, the rest is down to the whimsical hand of fate...

"Think you've got what it takes to front a new videogame?"

**BIG
BIG
COMPO**

HOW TO ENTER...

So... what we'd like you to do is take a look at the images of *Dirt*, and send us photos of you (or your girlfriend, etc) giving us your best interpretation of her. To give you some idea of what we're looking for, we asked lovely P2 lady Elysa to dig about in her wardrobe and give us her take on the character. Just to clarify, though - we're not looking for the best costume, as we can sort out the outfit when we do the photoshoot - what we DO want to see is you giving us a sexy, sassy, no nonsense, action videogame lead attitude.

You can send your photos either by post to: Face Of A Videogame, P2 Magazine, Highbury Entertainment, St Peter's Road, Bournemouth, Dorset, BH1 2JS, or digitally via email to p2@paragon.co.uk, making the subject heading 'Face Of A Videogame'. Digital pictures should be no more than 3Mb in size, and in JPEG or TIFF format. Please include your name, address, age and a daytime telephone number. All entries must reach us by Friday 9 September 2005.

The legal bit: Entries must be received by Friday 9 September 2005. The editor's decision is final and no correspondence will be entered into. This competition is open to residents of the United Kingdom and the Republic of Ireland except for employees and relatives of Highbury Entertainment Ltd.



>> PROLOGUE TO HISTORY

OLD DOG, NEW ASTERIX

Rome Sweet Rome

The last Asterix game on PS2 was a large pile of extremely dated cobblers. So why are we bothering to hype up the sequel? Well, from what we've seen of it, *Asterix & Obelix XXL 2: Mission Las Vegum* is a very different beast, with the emphasis on lampooning some of gaming's biggest icons.

The first screens to be leaked of the sequel show the

game taking the piss out of Mario, Tomb Raider, Bomberman, Pac-Man, Tetris and other classics. If the comedy is too subtle for you, there are main characters called Larry Craft and Sam Shleffer. We're not dealing with subtlety here! P2



QUICK COMPO

Win! Win!

You've played the game... now read the book! Win one of five *Batman Begins* graphic novels.

All you have to do is be in with a chance and answer this simple question...

Q. Which of these is (probably) not a well-known adversary of Batman?

- A:** The Joker
B: The Penguin
C: The Crazy Frog

To enter, simply fill in your answers on the entry form on page 109. Closing date for entries: 29 August 2005



GRAFFITI WRITERS

To ensure that *Marc Ecko's Getting Up: Contents Under Pressure* is as authentic as possible, Atari has signed 65 well known graffiti writers to the project. These 'artists' have all allowed their tags to be used in the game and six of the world's best also appear as themselves, popping up to act as mentors to the main character.



Bits 'n' pieces from the world of PS2, PS3 & PSP...

NEWS BRIEFS
204

BABY I'M BOARD

Sometimes a game name tells you everything you need to know - Family Boardgames is definitely a case in point. This collection of classics for gamers of all ages includes chess, draughts, backgammon, Reversi, Four-In-A-Row and a Mastermind-style game. *Family Boardgames* hits PlayStation2 in September priced £9.99.

A RESI TREAT!

We've been waiting for ages for Capcom's classic *Resident Evil 4* to make its way to the PlayStation2 and now NubyTech has announced that it's to release a dedicated controller for the game. The Chainsaw controller is based upon an in-game weapon - it even has a 'pull cord', complete with chainsaw effects, that can be used to start the game. Expect the Chainsaw controller to hit in September. If it's anything like the GameCube one though, it'll be crap!



TIME

11120

LAP

0'00

75

SPEED

0mph

>> RETRO ARCADE ACTION

NAMCO'S CLASSIC GAMES ARE 'PAC' FOR GOOD

Namco Museum 50th Anniversary Collection

Who's been lucky enough to receive one of those brightly coloured, oddly-shaped plug and play joysticks as a birthday present or stocking filler? Okay. And how many of you ripped it out of its box, plugged it into your TV and played the one or two decent games on there for about five minutes? Right then, how many of these joysticks are now lying, covered in dust in some nook of your house while you play *San Andreas* and *Gran Turismo 4*? Thought so. Well, our retro interests are about to be reinvigorated with the announcement of Namco's 50th Anniversary Collection. This compilation allows you to explore a virtual arcade hall where each title stands in its original arcade form - except you don't need any ten pence pieces. It comes packing 14 of the old-school aficionado's best games, including...

Pac-Man And Ms Pac-Man**Original Release: 1980 & 1981**

Two of the most popular arcade games of all time. Navigate the little yellow fellas through a maze, avoiding ghosts and guzzling down as many pellets and as much fruit as possible.

Dig Dug**Original Release: 1982**

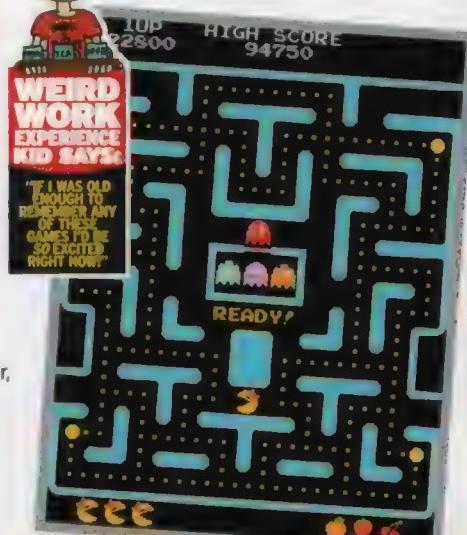
Equipped with only a shovel and a pump, tunnel your way underground and blow the funk out of burrowing bad guys.

Pole Position**Original Release: 1982**

Race against time, beat the opposition and avoid the hazards. What, no modding?! Where's Xzibit when you need him?

Galaga**Original Release: 1981**

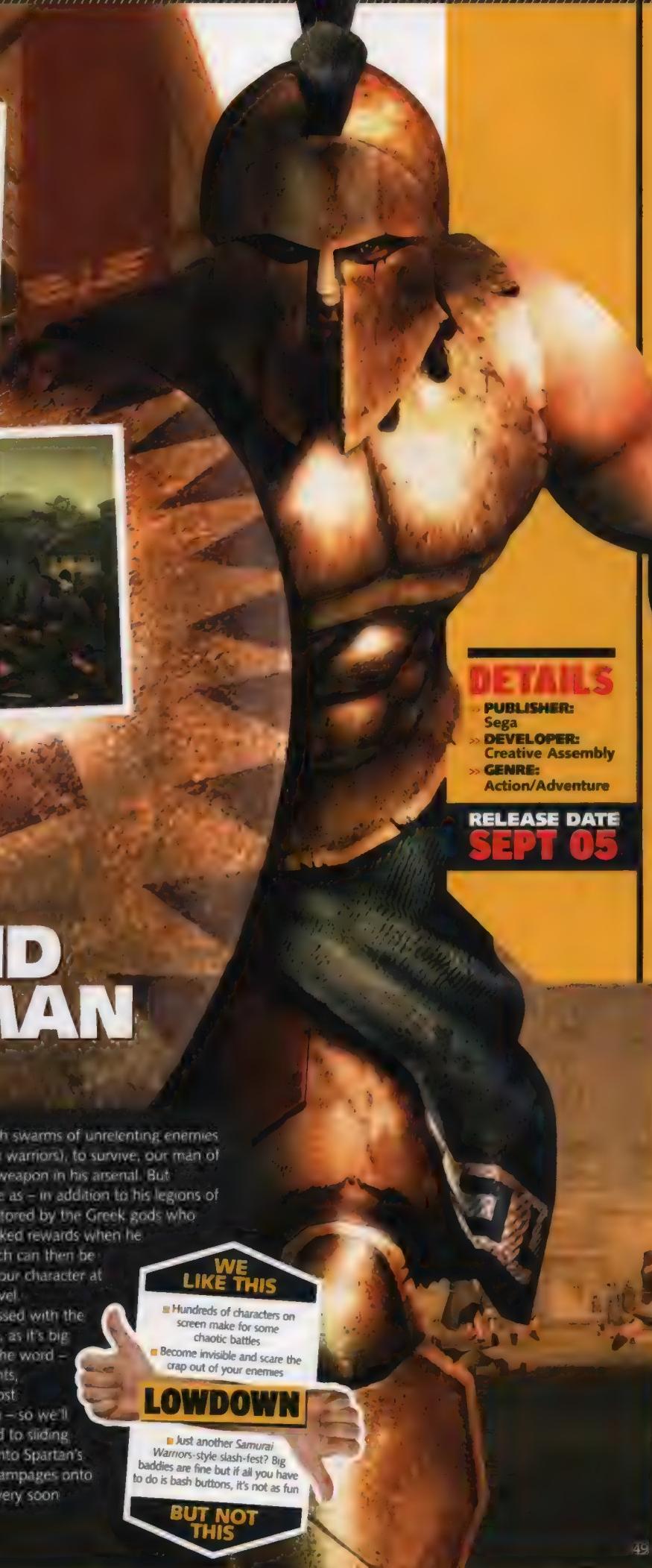
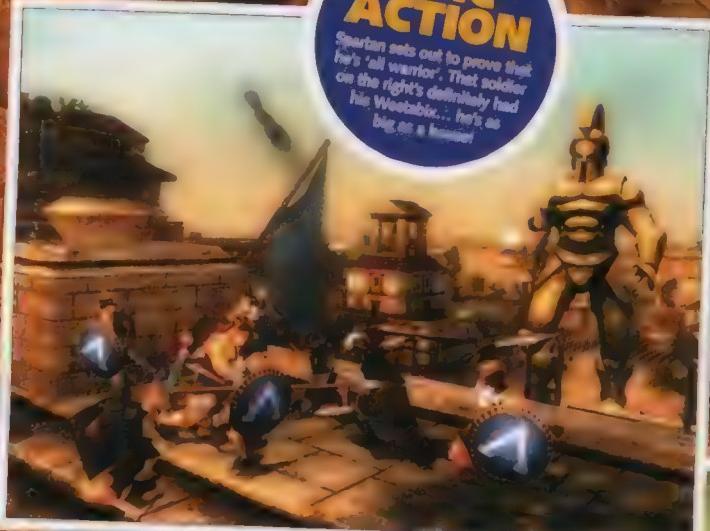
Pilot a spaceship, fend off frantic swarms of aliens, avoid tractor beams and turn to the Dark Side. Or something like that... P2

**Dragon Spirit****Original Release: 1987**

Control a powerful dragon through the air, harnessing spells, dropping bombs and breathing fire at enemies. This one's 'hot stuff' alright!

EPIC ACTION

Spartan sets out to prove that he's 'all warrior'. That soldier on the right's definitely had his Weetabix... he's as big as a house!



COMING SOON

BLESSED BY THE GODS AND FEARED BY MAN

>> SPARTAN: TOTAL WARRIOR

Ever since Jason and his Argonauts had to take on those crazy skeleton soldiers we've been looking for a way to recreate the magic ourselves. After many a night down the local graveyard waiting for a couple of bony boys to spring up and start fighting, though, we'd almost given up hope. Our optimism was recently restored though, when we were given a first look at Sega's new carnage-filled caper *Spartan: Total Warrior*.

You needn't worry about the boring strategy side of combat in this game, as it's all about action, and believe us there's plenty of it. You take on the role of the mighty commander Spartan who's blessed by the gods and is the one man who stands in the way of Roman world domination.

When you've got entire garrisons of Roman soldiers to defeat it pays to be hard as nails so it's a good job that Spartan's fully toolled up with a host of weapons including Beowulf's hammer and a killer

crossbow. And with swarms of unrelenting enemies (including skeleton warriors), to survive, our man of steel needs every weapon in his arsenal. But Spartan's not alone as – in addition to his legions of troops – he's monitored by the Greek gods who dish out point-packed rewards when he pleases them, which can then be used to improve your character at the end of each level.

We were impressed with the game's sheer scale, as it's big in every sense of the word – big on environments, characters and, most importantly, action – so we'll be looking forward to sliding our Achille's heel into Spartan's sandals when he rampages onto the PlayStation2, very soon.

WE LIKE THIS

- Hundreds of characters on screen make for some chaotic battles
- Become invisible and scare the crap out of your enemies

LOWDOWN

- Just another Samurai Warriors-style slash-fest? Big baddies are fine but if all you have to do is bash buttons, it's not as fun

BUT NOT THIS

DETAILS

PUBLISHER: Sega
DEVELOPER: Creative Assembly
GENRE: Action/Adventure

RELEASE DATE
SEPT 05

AUGUST 2005

ALL THE GAMES, MOVIES AND MUSIC THAT YOU CAN HANDLE: WELCOME TO AUGUST!

SUNDAY

MONDAY

TUESDAY

WEDNESDAY

THURSDAY

FRIDAY

SATURDAY

1

Viva La Bam
(DVD)
Here's the first season of his MTV show in full. Expect juvenile stunts, toilet humour and good old-fashioned Metal. Watch with beer.

2**8**

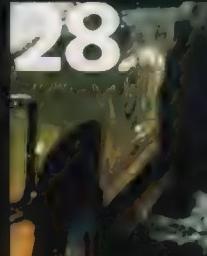
Poison Greatest Video Hits (DVD)
One of glam metal's finest, Poison owned the late Eighties with their hard rock action. This features all the classics. Play it loud!

9**14**

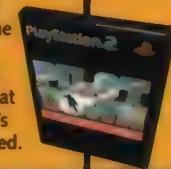
The Rakes: Capture/Release (CD)
One of the most eagerly anticipated debut albums of the year. Strasbourg rarely leaves the P2 stereo and the album should be just as explosive.

15**21****22****28**

Jurassic Park Trilogy (DVD)
The dinosaur epic gets the re-release treatment with all three prehistoric hits in one decent Value Boxset.

29**30****4****12****5****19****6****20**

NEXT ISSUE!
On Sale
25 August

**26****The Dukes Of Hazzard** (Cinema)

Johnny Knoxville's onboard as well as the lovely Ms Simpson as Daisy Duke. Mmm, Daisy Duke.

27

Resident Evil Outbreak: File 2
Premier Manager 2005/2006 (PS2)



NEXT MONTH HIGHLIGHTS

PSP:

This is the big one. Once you've experienced this, you'll never go back to your lowly Game Boy!

MERCURY:

An absolute stormer of a puzzle game, in which you guide blobs of mercury around tricky courses.

EVERYBODY'S GOLF:

A must-have for on-the-move sports fans! A lot less serious than Tiger Woods, but no less addictive.

COMING IN SEPTEMBER

API ACADEMY:

Play with those little *Api Escape* blighters on the bus, thanks to this awesome selection of mini-games.





P2 VOLCANO

WHAT THE WORLD IS WAITING FOR...

GAME ONE

WORMS 4: MAYHEM
Back for multiplayer madness. Blow up sheep, Scousers and grannie in an effort to be last worm standing.

GAME TWO

RESIDENT EVIL: OUTBREAK FILE #3
It's paint papping time again. It's apparently filled with zombies and loads of plot twists.

GAME THREE

FAHRENHEIT
It maybe freezing in the world of Fahrenheit, but this 'chilling' movie-style adventure is looking very hot.

GAME FOUR

MARC ECKO'S GETTING UP: CONTENTS UNDER PRESSURE
Assume the role of the rebellious graffiti artist and roam the streets buffing tags and kicking ass.

GAME FIVE

RAINBOW SIX: LOCKDOWN
Team Rainbow's back for more squad-based shenanigans – prepare for plenty of tactics, teamwork and terrorists.

CHARLIE AND THE CHOCOLATE FACTORY
PILOT DOWN: BEHIND ENEMY LINES
187 RIDE OR DIE

WARNING!
OTHER GAMES ABOUT TO BLOW!

CITY LIFE**IT'S. UP. TO. YOU. NEWWWWW YORK, NEW YOOOOORK!**

Activision gets back to the streets

There's the *Grand Theft Auto* bandwagon! Quick, let's jump on it! This is the rallying cry that's no doubt been heard in every development office in the world since Rockstar's series went supernova. No one's even come close to the brilliance of *GTA*, but Activision still managed to shift some serious units with its police drama *True Crime*. The problem for many of us was that it just didn't seem gritty enough, it was all a bit too... nice. Well, that and the problems with the

ropy combat and zillions of loading screens.

It seems Luxoflux felt the same way (about the grittiness, at least) and *True Crime: New York City* promises to be a much darker beast. The first trailers show our new hero kicking a serious amount of ass and NYC certainly seems much more action packed and gloriously violent than its predecessor.

Expect plenty more hype on *True Crime: New York City* over the next few months... **PR**

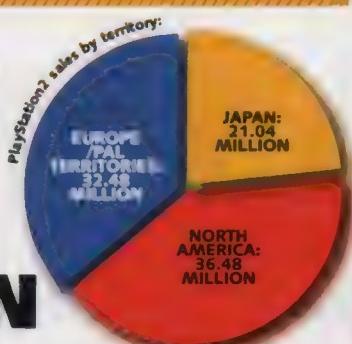
HARDWARE SUCCESS**PS2 SALES HIT 90 MILLION**

Sony takes over the world...

Sony is celebrating yet another awesome PlayStation2 milestone – it's just been announced that the company has shifted 90 million of the little black consoles over the last five years. If you compare this with the PSone, which took an extra two years to reach this level

of sales, you'll understand how impressive a feat this is.

On the software side, Sony claims to have more than 5,000 games available for the PS2 with sales now exceeding 800 million units. Must be making a fair slab of cash from that... lend us a tenner eh, Mr Sony? **PR**





COMING
SOON

A SLIGHTLY MORE EXCITING RUSH-HOUR THAN YOU'RE PROBABLY USED TO

DETAILS

- » PUBLISHER:
Midway
- » DEVELOPER:
In-House
- » GENRE:
Racing

RELEASE DATE
AUTUMN 05

>> LA RUSH

The life of a gangsta rapper seems to just go from bad to worse. If you're not getting arrested, you're getting shot at, and now, if you're not being shot at you're having your prized possessions nicked and sold off. It's enough to make you want to settle down with a pipe and a good book. Unless of course you're the kind of no-shit OG frontman to be found in Midway's *LA Rush*, the most recent addition to the aging *Rush* stable.

Working on the tricked-out extreme street racing tip, Midway San Diego has revved up its classic *Rush* series, and lo and behold it still purrs like a kitten. From the early code we managed to jack, the company's done a fair job of revamping *Rush* and poppin' some arcade racer caps in the competition's ass. With a little help from West Coast Customs, the mighty MTV, and the stateside *Rides* magazine, Story mode comprises three main sections, consisting of Acquire, Retribution and Retribution Damage missions. These race types see you reclaim, steal and destroy your nemesis' property in a number of ways, each of which screams 'gangland payback'.

The code we managed to get our grubby hands on had us greedily hogging the pad, pleading with the next in line for one more go, and while there was quite a bit of unfinished game to be sorted out, the basics are sturdy and, more importantly, great fun. *LA Rush* will almost certainly make skid marks in the genre when it hits the streets in Autumn 2005, although whether or not it can "take down" the legendary *Burnout* remains to be seen.



WE LIKE THIS

- Over 50 vehicles leave no room for boredom in Story mode
- Fluid arcade racing action with some explosive effects, make for some seriously intense action.

LOWDOWN

- Might not compete with *Burnout* on the multiplayer stakes.
- Gangsta life in videogames is very widespread right now.

BUT NOT THIS

"BY COMBINING FORCES WITH MTV, WE ENSURE THAT GREAT TITLES LIKE *LA RUSH* GET THE MAXIMUM AMOUNT OF EXPOSURE."

David Zucker - President, Midway

LAWLESS LOS ANGELES

We really need to get that suspension looked at



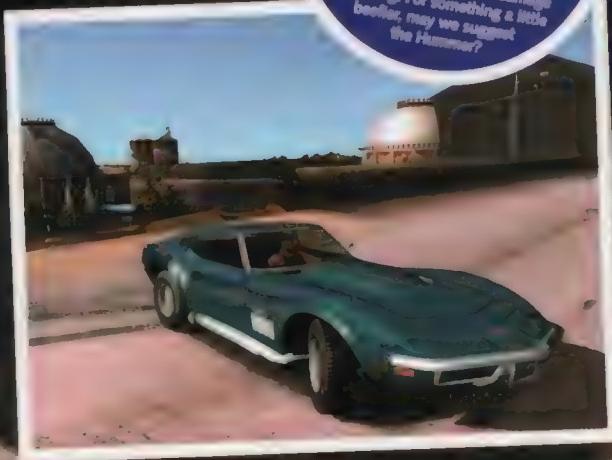
LA STORY

The fully free-roaming cityscape of LA allows you to go anywhere you like, even the beach. The network of jumps and shortcuts, typical of the Rush series, really give you something to look out for as you burn your way through the city.



DRIVING LICENCE

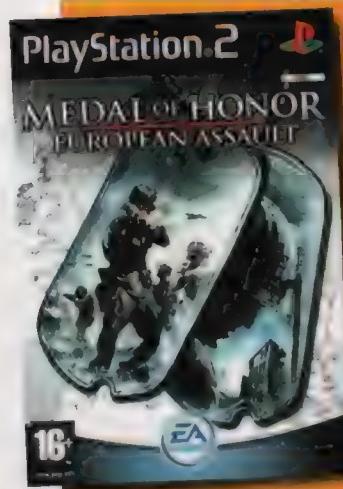
Rush up the ante with over 35 licensed cars. Included in the medley of motors are Mitsubishi, Corvette and Cadillac, all with full damage modelling. For something a little badder, may we suggest the Hammer?





TOP 20 PS2 CHARTS

Just what, exactly, have you lot been spending your cash on this past month...?



16.

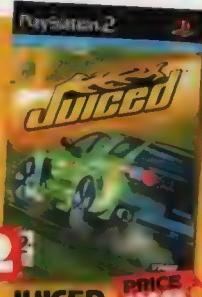
1



MEDAL OF HONOR: EUROPEAN ASSAULT

Electronic Arts

NEW Get back to the trenches soldier! You're going to hold this position until you die...



2

JUICED THQ

PRICE £39.99

NEW Engines whine as this tricked-out racer holds second for another month.



3

TEKKEN 5 Sony Computer Entertainment

PRICE £39.99

NEW Tekken bursts into the top three with a vicious chop to the neck.

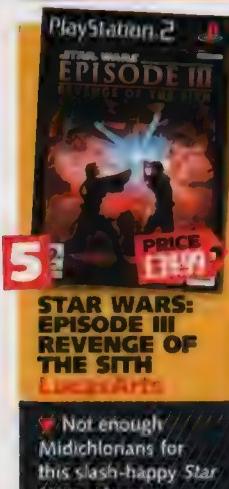


4

DESTROY ALL HUMANS! THQ

PRICE £39.99

NEW Vaporize, hypnotize and cauterize in this ace invade-'em-up.



5

PRICE £39.99

STAR WARS: EPISODE III REVENGE OF THE SITH

LucasArts

Not enough Midichlorians for this slash-happy Star Wars adventure.



6

PRICE £39.99

BATMAN BEGINS

Electronic Arts

"Holy guano Batman, we didn't even make it into the top five!"



7

LEGO STAR WARS

Giant Interactive

More Lightsaber action as Lego Yoda and co battle the Dark Side of the charts.



8

DYNASTY WARRIORS 5

Koei

How much of the population can you slaughter in this *Dynasty Warriors*?



9

FIFA STREET

Electronic Arts

You know you're not wanted here, so just leave already!



10

AREA 51

Midway

Yet more aliens in this conspiratorial FPS. Better dead than alien, eh?

11 ▼	CHAMPIONSHIP MANAGER 5	£39.99	Eidos
12 ▼	GRAN TURISMO 4	£39.99	Sony
13 ▼	GRAND THEFT AUTO: SA	£39.99	Rockstar
14 NEW	MX VS ATV UNLEASHED	£29.99	THQ
15 ▼	METAL GEAR SOLID 3: SNAKE EATER	£39.99	Konami

16 ▼	FIGHT NIGHT ROUND 2	£39.99	Electronic Arts
17 ▼	SONIC MEGA COLLECTION PLUS	£29.99	Sega
18 ▼	MIDNIGHT CLUB 3: DUB EDITION	£39.99	Rockstar
19 ▼	SPLINTER CELL: CHAOS THEORY	£39.99	Ubisoft
20 ▼	TT SUPERBIKES	£34.99	Jester

BUDGET

Bit hard-up to splash out on a full-price game? The Budget Chart will point you in the right direction...

UNDER £20

1 NEW MORTAL KOMBAT: DECEPTION £19.99 MIDWAY

Finish him! Deception reigns at the top of the budget chart.

2 ▼ PRO EVOLUTION SOCCER 4 £19.99 KONAMI

Konami's team may be one down, but it still dominates in the budget leagues.

3 ► THE SIMPSONS: HIT & RUN £19.99 VIVENDI

Simpson, Homer Simpson, he's about to hit a chestnut tree...

4 ► SHREK 2 £19.99 ACTIVISION

The great green ogre sets up home in the sub-£20 swamp!

5 ▼ SINGSTAR: POPWORLD £19.99 SONY

Think you're the next singing star? You need this...

6 NEW SHARK TALE £19.99 ACTIVISION

Kiddy shark antics in this cartoon spin-off.

7 ▼ SONIC HEROES £19.99 SEGA

What have this lot done that's made them heroes exactly?

8 ► RATCHET & CLANK 3 £19.99 SONY

Excellent action/adventure title -- have you got it yet?

9 ▼ SPONGEBOB SQUAREPANTS: ROTFD £19.99 THQ

Bikini Bottom, but no top. The Daily Mail will have something to say about this...

10 NEW KILLZONE £19.99 SONY

Sneaking back into the charts for one last shot at the Heighast!



50 PLAYERS
through Xbox Live™

32 PLAYERS
through PlayStation2 online



Screenshots taken from Xbox version

**DELTA FORCE
BLACK HAWK DOWN**



LEAVE NO MAN BEHIND!

Somalia 1993. A nation devastated by a brutal civil war. Mohammad Farah Aidid, the most powerful of War Lords has declared war on UN Peacekeeping troops. Preventing food aid from getting to a starving nation his militia kill whoever get in their way. Using all your skills as a Special Forces Operator, you are thrust into the most intense battle situations. Your mission: Remove Aidid, Restore Order, and Restore Hope. Based on actual events, play 16 intense single player missions or be part of a 50 player game on Xbox Live™ or a 32 player game through Playstation2 online!

NOVALOGIC
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WEEBLION
CLIMAX

XBOX

**XBOX
LIVE**



PlayStation 2



16+
www.deg.com

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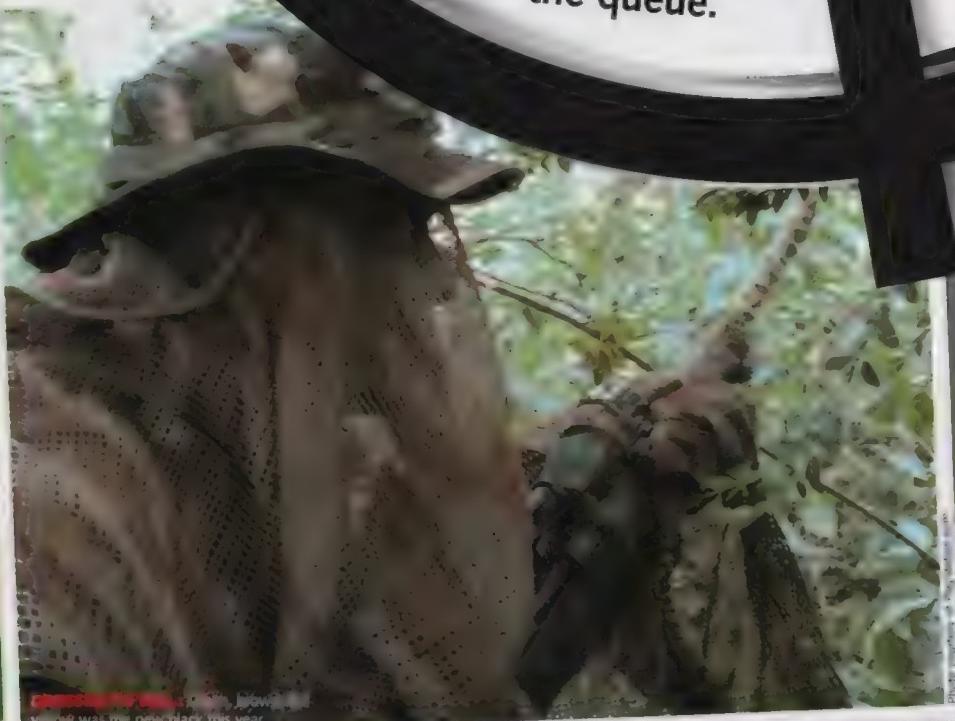
For your full mission briefing visit:
www.BlackHawkDownTheGame.com

SNIPER ELITE

Sniper Elite is a different kind of shooter. To prove this, Ubisoft and Rebellion took a bunch of journos to meet real army snipers. Roy, as usual, was first in the queue.

IF YOU GO DOWN TO THE WOODS TODAY...

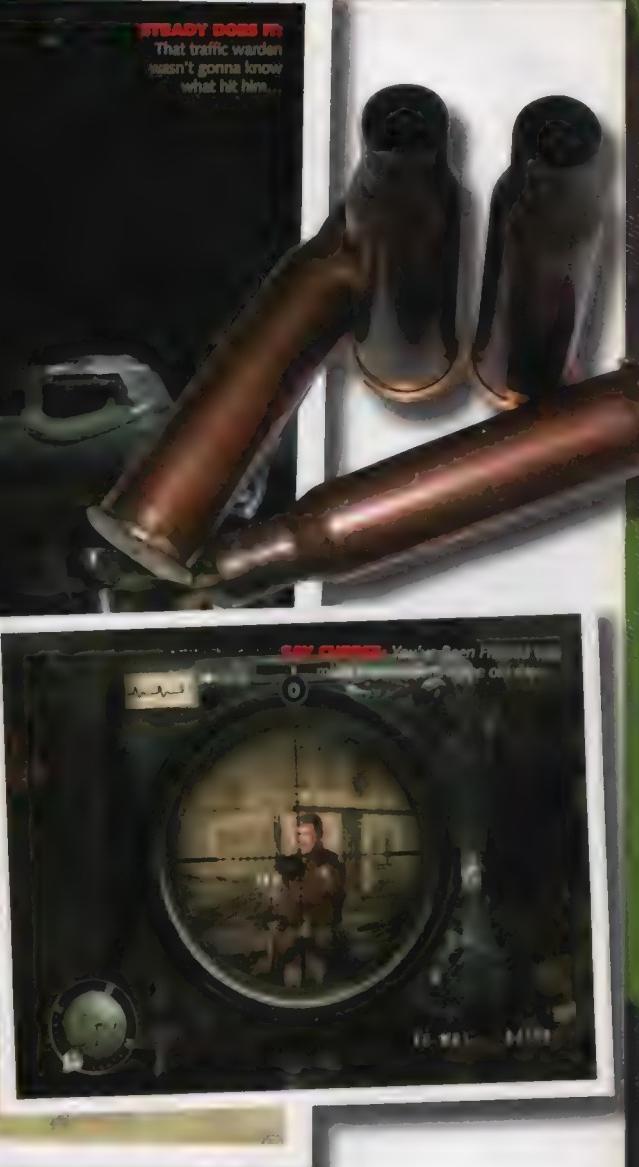
"Look at me, mum, I'm totally invisible!"



yellow was the new black this year



READY DOES IT:
That traffic warden
wasn't gonna know
what hit him...



Don't take the piss mate, or I'll f**king knock you out," says the hard-looking guy in combat fatigues. Not, I have to say, the best start I've ever had to an interview, particularly when you consider that this guy isn't just wearing the fatigues for fun. He's one of a select group of genuine army snipers brought in for the day to explain to myself and other journalists exactly what it takes to be a paid assassin. As the only division of the armed forces that has tougher entry conditions than the sniper unit is – apparently – that haven for hard bastards the SAS, it follows that anyone who's survived sniper training (never mind actual field operations) is NOT someone that you want to mess with. Not surprisingly, I'm a little unnerved by this response, but I guess I did ask for it.

It happened like this... basically, because these guys have all seen action in genuine war zones, they would prefer that their identities remain a secret. This means that we're not allowed to take photos of their faces, and they're introduced to us using only first names or nicknames. And the guy I've been given the chance to speak with is known to his mates as 'H'... can

you see where this is going yet? What I'd meant to ask (honestly H, if you happen to be reading this) was how he'd come by this nickname. However, possibly emboldened by a (mistaken) feeling of camaraderie and still pumped up with adrenaline following the day's events, what I actually asked him was, "So, how does it feel to be named after a member of Steps?" To be honest, I'm probably lucky he only threatened to hit me – if I was him, I'd probably just clobber me and be done with it.

The events of the day were divided into two distinct sections: first, following a briefing by one of the snipers, we were all bundled onto a coach and shipped to a nearby country estate for some 'practical exercises'. Once finished in the 'field', we returned to our temporary HQ at the Holiday Inn where we could put everything we'd learned during the day into practice playing the game.

The 'field' activities were themselves divided into two parts. The first consisted of being taught to shoot two different WWII rifles similar to those used in the game: the German-made Mauser K98 and the Mosin Nagant, a Russian weapon.

"SO, HOW DOES IT FEEL TO BE NAMED AFTER A MEMBER OF STEPS?" TO BE HONEST, I'M PROBABLY LUCKY HE ONLY THREATENED TO HIT ME."



INTERVIEW WITH A SNIPER...

Introduced to us only as 'H', this man has been an army sniper for a number of years. And that's all the information we have on him. Besides the fact that he didn't like jumped-up magazine journalists taking the piss...

P2: So how do you become a sniper? You need to join the army obviously, but where do you go from there?

H: "You might possibly get noticed if you're a good shot, in training, but it takes maybe three years as a Tom – a Private – to learn the trade. You probably do at least three or four years in a normal rifle company first and then... well, you could volunteer to go on a sniper course, although it would probably be a bit of both: you volunteer and get put forward for it. And then, through unit trials, you go through shooting and navigation and things like that, and the best blokes from these get picked and sent on the course."

P2: So what qualities does it take to be a good sniper?

H: "I should think patience, to be honest. Basically, there ain't a lot to do. It's a lot

of sitting and waiting and looking, and if you ain't a patient person then you're never gonna get anywhere. If you can't sit and be uncomfortable for days and days and DAYS on end, then there really ain't any point going out for, say, just 48 hours – it's really not long enough. You need to be out for five, ten, fifteen, twenty days... and unless you can sit in the same hole for 20 days looking at the target, until it happens, there ain't a lot of point you being there. Patience, that's the thing..."

P2: Blimey. On a different subject... snipers are popular in Hollywood – have you ever seen a movie that you felt gave a realistic portrayal of the role of a sniper?

H: "Yeah, there was a f*cking bonkers film on the other week with Bruce Willis... I forgot what it were called... It was where a team of Yanks go and save a bunch of lads in Nigeria."

P2: And what made that particularly realistic?

H: "It's the way they fight through the village... there's only the one sniper in it, but the way the blokes fight through the village, and the way the sniper covers them through the village when they do the assault, that's f*cking... that's about as realistic as it f*cking gets, I had a f*cking hard-on when I saw that."

"I've just thought of a way to get a pay rise..."



RUSSIAN RIFLE

SNIPER ELITE

GERMAN RIFLE

SNIPER ELITE

GOT WOOD: Trees make for handy rifle rests...

After the rules of the range were explained (summarised more or less as: 'keep the gun pointing down range at all times, and don't twat about or you'll get a slap') everyone was issued with earplugs and five rounds of ammo per rifle.

The two guns were surprisingly different to fire, the scope on the Russian gun being far less effective than on the German one. Apparently the Germans have always been strong on optics, due in large part to the fact that before the two world wars, they were avid hunters, and thus when it came to the start of WWI, they were already ahead of the game in rifle development. The Russian gun also seemed to have far more of a kick to it, and the difference between the two weapons can be clearly seen in the results on the two targets.

With the German weapon, all my shots – bar one – managed to break the centre ring, or 'guaranteed kill zone' which basically represents the eyes and nose of the target. While to you and me, a shot in – say – the mouth would still represent a horrific wound and almost certainly result in death, it's not necessarily an instantaneous kill and so the area of the ring below the level of the helmet is actually where a good sniper wants his

shots to go. With the Russian Nagant on the other hand, not one of my shots managed to hit the target area. The moral? If you're a sniper in WWII, then you're probably better off being on the side of the Germans, rather than the Russians. Except that this obviously means you lose in the end.

The second part of the 'practical' side of the day was – if anything – even more interesting than the shooting. All the journos were grouped into pairs: a 'sniper' and a 'spotter'. We were then given a crash course in concealment – using paint to blur distinctive facial features, breaking up the lines of the body with netting, etc – before being sent off to 'snipe' a target on top of a stone tower hidden somewhere in the woods. The catch was that the 'target' was himself an experienced sniper with a powerful pair of binoculars, and we needed to take two clear shots at him (with a blank firing rifle this time, obviously) without him spotting us. It might sound easy... but it wasn't. Moving through dense undergrowth wasn't a breeze in even the most minimal of camo gear (and ordinarily army snipers carry the equivalent of a small house on their back) and the catch was that once you'd taken

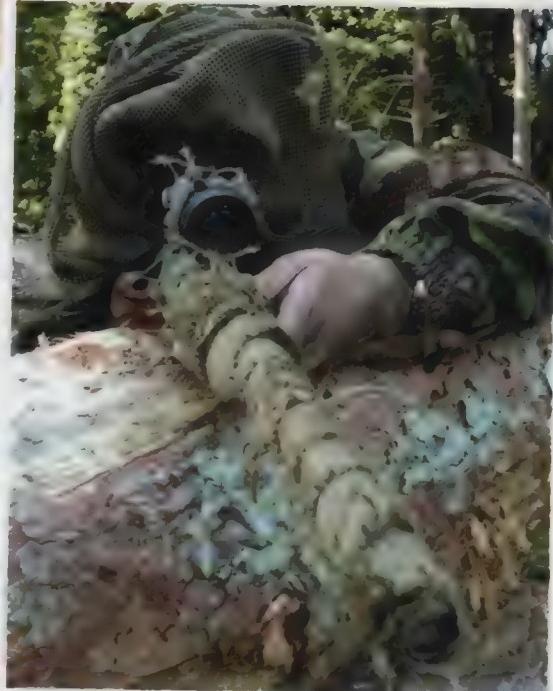


Photo courtesy of PlayStation.com

>SNIPER!

"Loading the gun always looks so easy in the movies..."



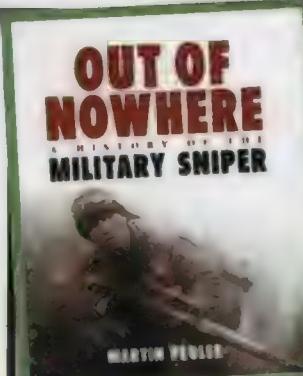
"TO YOU AND ME, A SHOT IN - SAY - THE MOUTH WOULD STILL REPRESENT A HORRIFIC WOUND AND ALMOST CERTAINLY RESULT IN DEATH"

the first shot, the spotter would be given clues as to where you were (soldiers on the ground moving to within ten feet of you, and then – if he still couldn't see you – actually pointing at you). After this, it would only take the slightest puff of smoke from the second shot for the spotter to zone in on you. This, apparently, is how they test actual army snipers, and – needless to say – we weren't very good at it, with several of the two-man teams getting picked off by the spotter before they'd even made their first shot, never mind managing to stay hidden for the second.

Back at base and looking a little like terrorists/escaped mental patients (that camo paint's a bitch to get off, by the way), we had renewed respect for the sniping mechanics of the game. Whereas it would be easy to dismiss *Sniper Elite* as 'just another shooter' from looking at the screenshots, in fact it's something altogether different. Experiencing how difficult it is to shoot accurately with a sniper rifle, and just how easy it is to be spotted by an enemy really helps you to understand the gameplay. As several of the snipers who tested the game out explained to us, you really can snipe for real in this

game. With that in mind, the enemy has been given truly realistic AI which sees them operating like a real enemy soldier would. So should you take a pop at a target without making sure that you're adequately concealed, you can expect to get a nasty shock afterwards. Take your time though, and really think about your environment, and you can learn to be a 'real' sniper, picking off enemies without anyone even knowing where the shot came from.

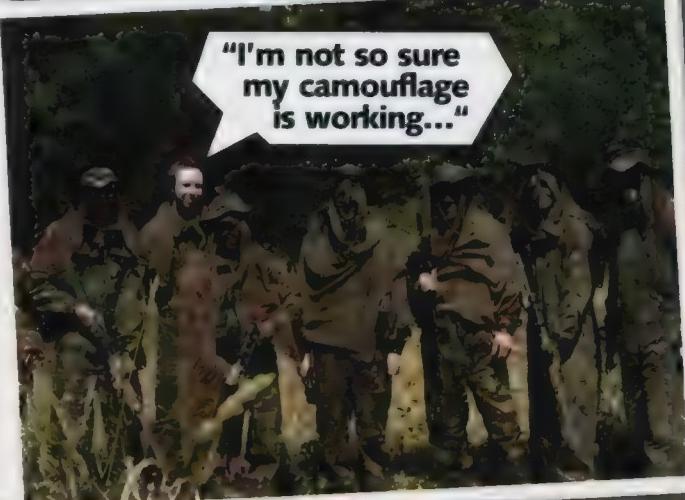
Sniper Elite offers both single-player and two-player split-screen co-op options for all the missions, plus a mass of online options where up to eight players can compete against one another in a variety of different games, some familiar, some totally new. The sniping mechanics and almost unbelievable draw distances (pretty much anything you should be able to see in the real world, you can see in the game, so no 'fog of war' spoiling things here!) suggest that *Sniper Elite* could be set to deliver the most realistic sniper experience ever. Or as realistic as it's possible to get without actually plastering on the face paint and risking a slap from a scary bloke called 'H', anyway.



BECOME AN EXPERT

The first snipers actually emerged in the American Civil War you know... and the term 'Sniping' evolved from a bird called a 'Snipe'. Full of fascinating facts, aren't we? If you want to know more about snipers and their history, then you may want to check out a book by Martin Pegler called *Out Of Nowhere*. Martin is the Senior Curator of Firearms at the Royal Armouries Museum, worked as a consultant on *Sniper Elite*, and he's written a special 'Sniper Survival Guide' for the game, which accompanies the instruction manual.

"I'm not so sure my camouflage is working..."



THE SLURRED PLACE

A couple of bottles of liquor, a heaving stack of videogames and a spare evening – it was always going to end in beers. Please enjoy this issue of P2 responsibly...

Drinking buddies are a popular part of our culture. From Western-style scenarios when one yellow-toothed outlaw would take on another as a means of proving that they can consume more alcohol (and hopefully earn the attention of a hirsute wench for the night), through to a crowd of youths taking turns to down a capful of Navy Rum whenever Lister utters the word 'smeg' in this week's repeat of *Red Dwarf* – it's an activity that really does come in many forms.

What caught our attention a while ago was a natty little drinking game that blew the rest out of the water: Shot Chess. Anyone who's seen those laminated pages in their local Argos will know of what we speak. A simple idea that turns the regular

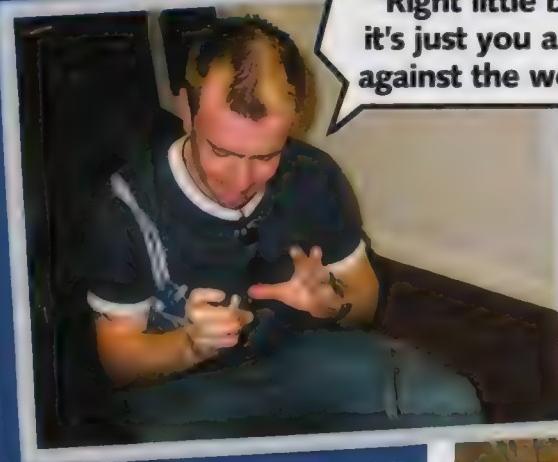
shots you've been sipping into varying items of glass. Arguably the most ingenious drinking game to date – as the rules state you have to drink any 'piece' that you take. Meaning that the better you are, the more you drink, thus making you worse at the game. Clever!

It's ideas like this that inspired us to mix our two great loves – videogames and booze – and come up with a series of alcohol-enhanced multiplayers that could while away that lonely Friday night before payday. It's a grand idea and one that turned out surprisingly well, and although the original intention was to create events that shared the ingenuity of Shot Chess, we accidentally created a batch of games that simply punished those lacking in skill.

Anyone who hasn't played *Amplitude* should start right away. It's one of the finest titles around for the PlayStation2 and will test your reflexes and finger dexterity to the point where you might just start dribbling rainbows. Up to four players compete and simply take turns to select from the range of 25 tracks on offer (26 if you've managed to finish the Insane difficulty mode in single-player, but you probably won't have).

When the end of the track arrives, the player with the lowest score has a shot of his or her choice, easy. Now for the kicker: the person with the highest score nominates another player for a shot. If they're feeling particularly thirsty they can take the shot themselves, but it's far more likely that they'll burden the loser with another. It's just funnier.

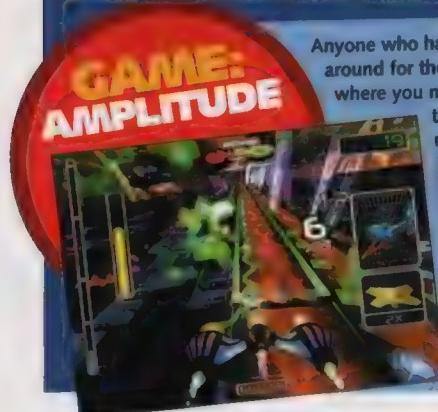
This extra shot may seem a little harsh, but when you consider that each song goes on for roughly four minutes, it's the only way to keep the drinks flowing.



"Right little buddy,
it's just you and me
against the world..."



"Thought I'd go for the head shot!"





It may not be everyone's favourite version of *Bomberman*, but it's the only one you'll find on the PS2 – and *Bomberman* has a place at any party. Although there are a wealth of options available on *Hardball*, we suggest you use the ever-fair Standard settings for competitive purposes – it prevents whining. Obviously, the overall loser in a match has to take a drink, but what makes this a very dangerous game to partake in are the other penalties that need to be observed... Anyone immediately blowing themselves up in their own corner has a double. We have no idea why this happens so often – it just does. Also, anyone complaining that a bomb "didn't hit" when it obviously did (because they're dead), gets a shot stored up for the end of the match. This rule was actually added after an hour's play due to certain people using it as an excuse every two minutes. We won't name names. Kendall.



"COMPLAINING THAT A BOMB 'DIDN'T HIT' WHEN IT OBVIOUSLY DID (BECAUSE THEY'RE DEAD), GETS A SHOT STORED UP FOR THE END OF THE MATCH"

GAME: KING OF FIGHTERS 2002

While searching through the cupboard for a decent beat-'em-up to bring to the table, we accidentally picked up *Fight Club*. We're well aware that it's rubbish of course, but it was very dusty and we felt a little sorry for it. One unnecessary shot-for-courage later, and after shoving any memories of how appalling the game is to the back of our minds, we decided to have a go and see if we could reap any fun from the title. It was to be a simple 'you lose, you drink' scenario, but it soon became apparent that the fact that we'd been lured into playing meant we were all losers anyway and needed to pass the bottle around immediately.

After realising our mistake, we grabbed *KOF 2002*, an awesome fighting game from yesteryear and far more worthy of our attention. The simple 'you lose, you drink' rule works much better here and provides a slightly more placid atmosphere with which to end the evening. Winner-stays-on, while button mashing gets you a double. Them's the rules we're afraid.



THE GAME IS ON »

The rules are set and Friday night has arrived. Quite sensibly, all involved have cleared their schedule for the following morning and a few multi-packs of Monster Munch have been brought in to keep our vitamin levels up throughout the evening. The things we do for this magazine, eh?

TIME

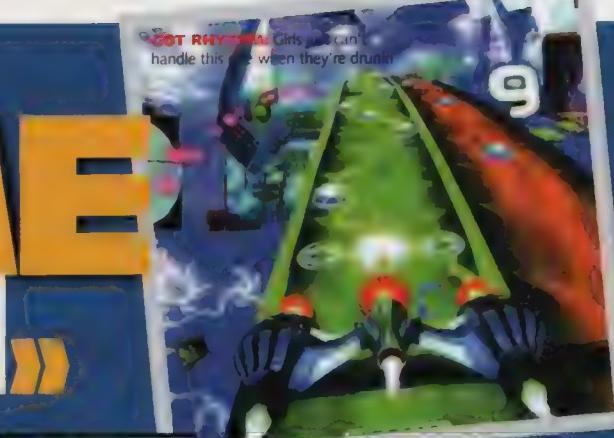
18:00 PM

The end of the working day arrives and it's off to our local for a pint because Tom's announced he has a 'prior engagement' and won't be taking part in the alco-games. Sad, as being here, it's suspected that he'd be ruined after about an hour. This would've amused us, but as it stands it's him who's laughing at us, claiming that we're "never going to keep it up for that long" and that he wants to take a picture "to remember how we look before we damage ourselves permanently". We respond with our own photo, hoping that a photo of someone taking a photo would cause time and space to rip apart and the subtle changes in the timeline would create a new Tom who isn't such a bottler. It doesn't.

18:00 PM



"I've completely forgotten why we're doing this!"



TIME

19:00 PM

It's impossible to play Amplitude when cold, drunk or hung-over – this is a fact. With this in mind, it's the first game to be slapped into the machine and Logan 7's Saturday Night is the first selection. The track is far better than the Whigfield song of the same name, but this unrelated fact doesn't stop them being rubbish at it. She loses badly and suffers the first shot of the night. Just to prove that life isn't at all fair, and to support his sudden love of kicking people when they're down, winner Keith then nominates the second shot to her too.

In other news, the Monster Munch has already been eaten – that's 20 bags in two hours. We're disgusted with ourselves, obviously.

Keith begins his short losing streak with a shot of meths



19:00 PM



Keith begins his short losing streak with a shot of meths

TIME

20:00 PM

Things aren't looking too bright. After a drubbing at the hands of the others at *Amplitude*, Helen's spending a lot of time in the kitchen preparing cheese toasties. No one's complaining of course as she's using tasty Cathedral City Cheddar (our favourite), but she's urgently needed to take on the role of Red Bomber and we suspect the toasties may be nothing more than a distraction.

Keith shows his skills again and starts dominating the competition. As a result, a 'surprise' rule is brought into play. On unfolding the piece of paper that the 'surprise' rule is written on, it's discovered that anyone with the surname Hennessey must immediately do a couple of shots. Keith protests, but even he knows there's no point arguing with the rules. After all, it could've been anyone's surname on that paper - he was just unlucky...



22:00 PM

"Anyone for a cheese toastie?"

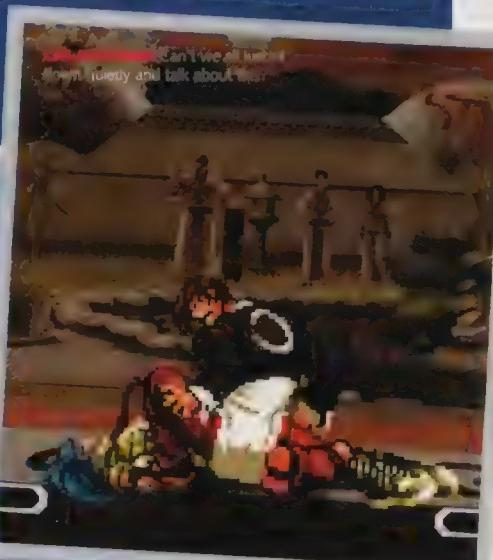


Keith Hennessey with his magnificent two-in-one shot... illin one!

TIME

22:00 PM

An unfortunate incident involving 'bag-of-cack' game *Fight Club* occurs. Even being fuelled by the hideous amount of alcohol that we've consumed doesn't make it playable. The disc's soon switched for *King Of Fighters 2002* and the bouts begin. If you've played any game in the series before, you'll know of the intricate combo systems and array of spectacular Super Specials that the game contains - we see nothing more than Kendall and Roy battering on the pads like a couple of rabid gibbons that have been denied the pleasure of battering things for a long time. As disgusting as it is, this tactic manages to come out on top and Keith holds his head in his hands as he's forced to endure his first major drinking session of the evening. About time too.



"WE SEE NOTHING MORE THAN KENDALL AND ROY BATTERING ON THE PADS LIKE A COUPLE OF RABID GIBBONS!"



Everyone survived this one, but sadly Kendall's days were numbered.



23:00 PM

TIME

23:00 PM

It's over. It has to be. Rather than being any test of skill at all, the games have deteriorated into a mass of giggling and nobody seems able to play anything with any success. Kendall's just drawing on his hand. This would probably matter more if there was actually any booze left, but the coffee and water has been flowing for a while now and it's just been remembered that the chicken place down the road's open for a while yet and we could actually get something to eat that isn't of the 'moderately priced corn snack' variety. It's been decided that we won't be doing this again. Ever. Still, at least we proved Tom wrong. Yay. **P2**

ZOMBIE

EXTREME MAKEOVER!

From human to undead monster in seven simple steps...

Hello, and welcome to a very special edition of *What Not To Wear*, with me Trinny and, of course, my great mate Susannah. Today we've got a rather unusual subject to work with: we've got a dull, boring videogame magazine editor who wants to be transformed into a hip, streetwise zombie that all the girls will just 'die' for. It's a challenge, but as regular viewers will know, we're always up for that! We've also got a little help this time because we're here at development house Kuju with the team working on *George A Romero's City Of The Dead* – yes, these guys are working with none other than the zombie master himself! I don't know about you Susannah, but I'm feeling all

fluttery inside... Er, anyway, to help us with our 'death-style' makeover today, we have the lead artist on the game, Tanguy Dewavrin..."

ZOMBIE DIY GUIDE!

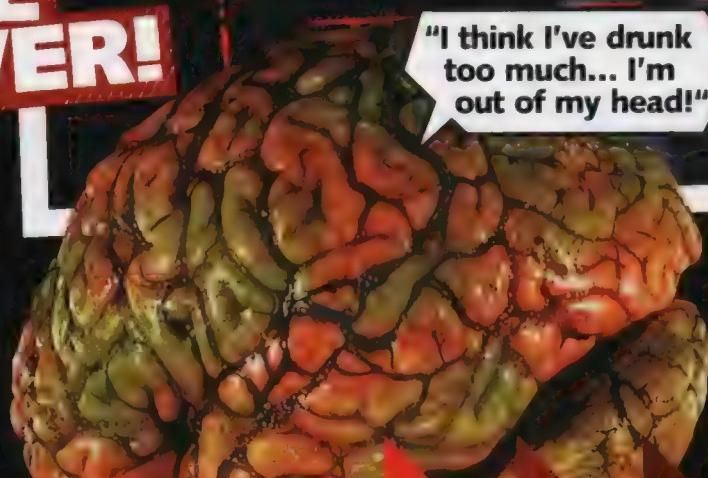
TRINNY: "Thanks for joining us Tanguy. So what exactly are we going to be doing today?"

TANGUY: "The process of creating a zombie can be broken down into seven stages:

Stage one involves drawing the concept sketches. Stage two is where we collate the reference photos and take pictures. In stage three, using LightWave, we model the zombie, based on the reference. Then stage four involves 'unwrapping' the

model, and for stage five we compose a texture from the reference photos. Stage six is where we adjust the UVs. And then for stage seven we blend the seams using Bodypaint."

TRINNY: "I see... well without further ado – let's get started!"



"I think I've drunk too much... I'm out of my head!"

ZOMBIE
DIY GUIDE!

STEP 1

DRAWING
CONCEPT SKETCHES

TANGUY: "This involves creating rough sketches of what we think zombies should look like, based on the appearance of the zombies that are featured in the George A Romero universe. They are meant to look like undead people, dressed in their casual everyday clothes, only very ragged and dirtied, like they haven't washed for months..."

TRINNY: "So... your average videogame journalist. What do you think Susannah?"

SUSANNAH: "He looks rather like one of my ex-boyfriends, actually!"

TRINNY: "Delightful."

ZOMBIE
DIY GUIDE!

STEP 2

COLLATING
REFERENCE PHOTOS,
TAKING PICTURES

TANGUY: "Next we need to find photos which match the zombie's aesthetic. In order to give the zombies this photo-realistic look, we base our textures on photo reference. We have two sources: an internet database of photos that we have the rights to, and photos of staff and volunteers all aspiring to being zombies in the game. We take photos of the sides, front and top of the head, as well as front, side and back of the body."

TRINNY: "Roy, Roy, Roy... that hair - what were you thinking?"

SCARED VET: "Not someone you'd want to meet on a dark night."



"There's nothing worse than when you're the only zombie in jeans and a t-shirt when everyone else is dressed to the nines!"

ZOMBIE
DIY GUIDE!

STEP 3

MODELLING
THE ZOMBIE
IN LIGHTWAVE

TANGUY: "In LightWave [a powerful 3D character animation and rendering package – find out more at www.newtek.com/lightwave] we build the zombie model based on the sketch and photos. The budget runs to roughly 3,000 faces. Often enemies can look repetitive, so the head is detached from the body in order that we can match several bodies with various heads for more variety. And as all the limbs of a zombie can be shot off, stumps are modelled, and also caps for every limb. This is a lengthy process and takes a couple of days."

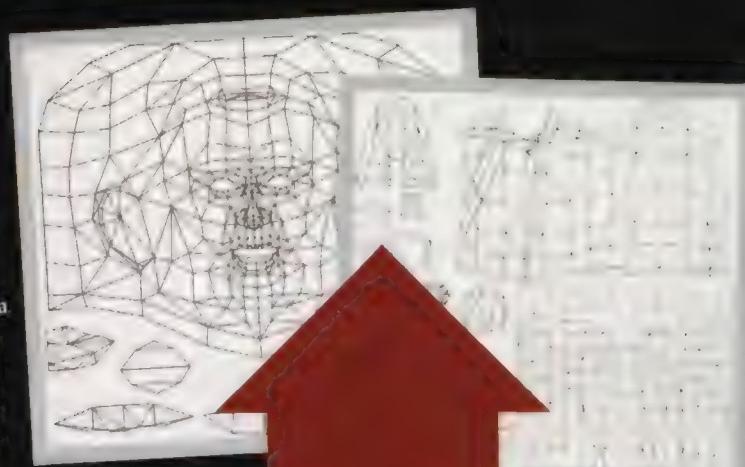
SUSANNAH: "You chop their limbs off? I'm starting to feel a little queasy..."



ABOUT THE GAME

Kuju's zombie title is being published by Hip Games and is due out early next year. It's unusual in that it isn't your standard survival/horror affair – it's a first-person shooter. Brice Davin, Executive Producer on the game, explained why... "The original idea for George A Romero's *City Of The Dead* came about as a way to put a different spin on 'traditional' zombie titles. The game is an entirely non-linear, non-scripted, emergent affair where the player is free to attempt missions in any

way he sees fit. Each mission never plays the same twice, thus giving the game much more replayability than something where the player would just be following a story from start to finish. There are no 'puzzle' elements – no 'find the blue key', etc – it's all about killing the zombies in interesting ways. It's very bold, brash and in-your-face with unique scoring combos and bonuses that should have even the expert players challenged and chasing the ultimate high scores."



ZOMBIE
DIY GUIDE!

STEP 4

UNWRAPPING THE MODEL

TANQUY: "Still using Lightwave, the head is roughly unwrapped cylindrically onto a flat texture UV map. The body meanwhile is on a separate page, with all the limbs separated out."

TRINNY: "My nephew has got a model kit for his birthday that looks a lot like that..."

"It's not easy being a sex object..."

ZOMBIE
DIY GUIDE!

STEP 5

COMPOSE A TEXTURE FROM THE REFERENCE PHOTOS

TANQUY: "A texture is generated from the photos of all the different sides composed together in Photoshop, ensuring that we separate out the head from the body so we can interchange the various heads with other bodies. The head is then 'zombified' through the addition of protruding blue veins, red eyes and opacified eye lenses, while the body is covered in blood, rips and stains."

SUSANNAH: "And: ewwww.
That's it – I'm definitely gonna hurl..."

ZOMBIE
DIY GUIDE!

STEP 6

**MATCH THE UV'S
TO THE TEXTURE AND
TOUCH UP THE TEXTURE
TO MATCH THE UV'S**

TANGUY: "This can be tricky as you must follow three goals: the first is to optimise the texture usage. That is: unfold the model onto a map to minimise unused texture space. Second, you must be careful not to deform it too much or you will distort the texture when it's applied back onto the model. Thirdly, you need a consistent 'texel' size, ie: avoid stretching the texture anywhere, you don't want big blurry pixels in the middle of his face... this task can end up taking a good day or more to complete."

TRINNY: "Yep, blurry pixels are a big fashion no-no, right Susannah? Susannah...?"

ZOMBIE
DIY GUIDE!

STEP 7

BLEND THE SEAMS

TANGUY: "Some seams are visible at the edge of the textures, like typically at the back of the head (see where the grey circle is on the images?) To remedy this, we can paint over the seams in a package called *Bodypaint* (for more on this, check out www.maxon.net) that lets you paint directly onto the 3D model. The program automatically updates the texture accordingly."

TRINNY: "...oh bloody hell Susannah, those were my new shoes you've just thrown up on!"

TANGUY: "And here it is, the model, ready to be animated and put in the game!"

ZOMBIE
DIY GUIDE!**THE RESULT...**

TRINNY: "Fantastic! Roy even seems to have lost some weight. You know Susannah – there might be something to this zombie business. Maybe we could make some cash out of it...take the undead diet – never have to worry about those unsightly pounds ever again!" Mind you, it doesn't exactly do wonders for the skin, does it?"

"It's lonely
when you've
got no body."

**WHAT MAKES A
PERFECT ZOMBIE?**

Alex Trowers, Lead designer on the game: "I'd say thin. Hoppy with a nice, long neck to make it easier to lop their head off. And floppy hair – kinda like the Manchester music scene circa 1995 – so that they look funny when lolling around. Possibly an

eyeball hanging out of a socket? Aside from that, I'd say smart, casual dress to cater for most occasions – there's nothing worse than when you're the only zombie in jeans and a t-shirt when everyone else is dressed to the nines!" **P2**

P2

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P2 IS THE ONLY UK PLAYSTATION2 MAGAZINE TO GIVE YOU FOUR EXPERT OPINIONS ON EVERY GAME REVIEWED



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Grab your whites and get ready for some traditional English sporting fun. It'll crease you up!



YETISPORTS ARCTIC ADVENTURES

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EyeToy plus winter sports equals plenty of crazy and hilarious fun. Everything must snow!



KING OF FIGHTERS 2002

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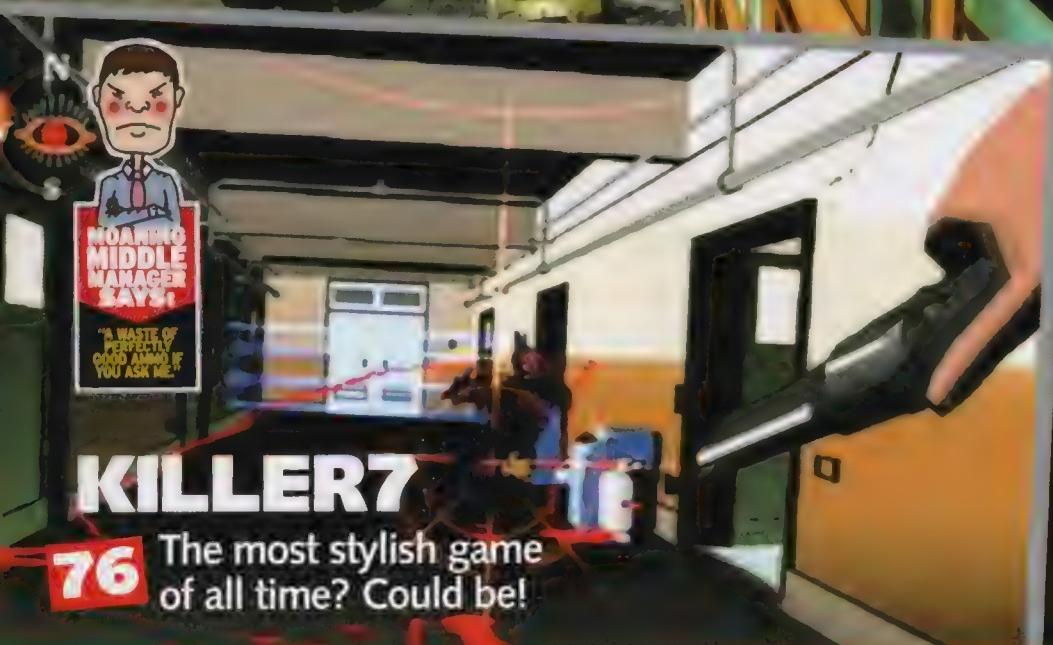
Traditional 2D ass-kickin' action galore as a classic series returns for another epic instalment!



THE HULK: ULTIMATE DESTRUCTION

70

Smash! Destroy! Maim! Got an appetite for destruction?



KILLER7

76

The most stylish game of all time? Could be!

Stuck on the latest games? Head to page 106...



Games that score 10/10 get our hallowed Gold Joypad Award – not many get one of these!



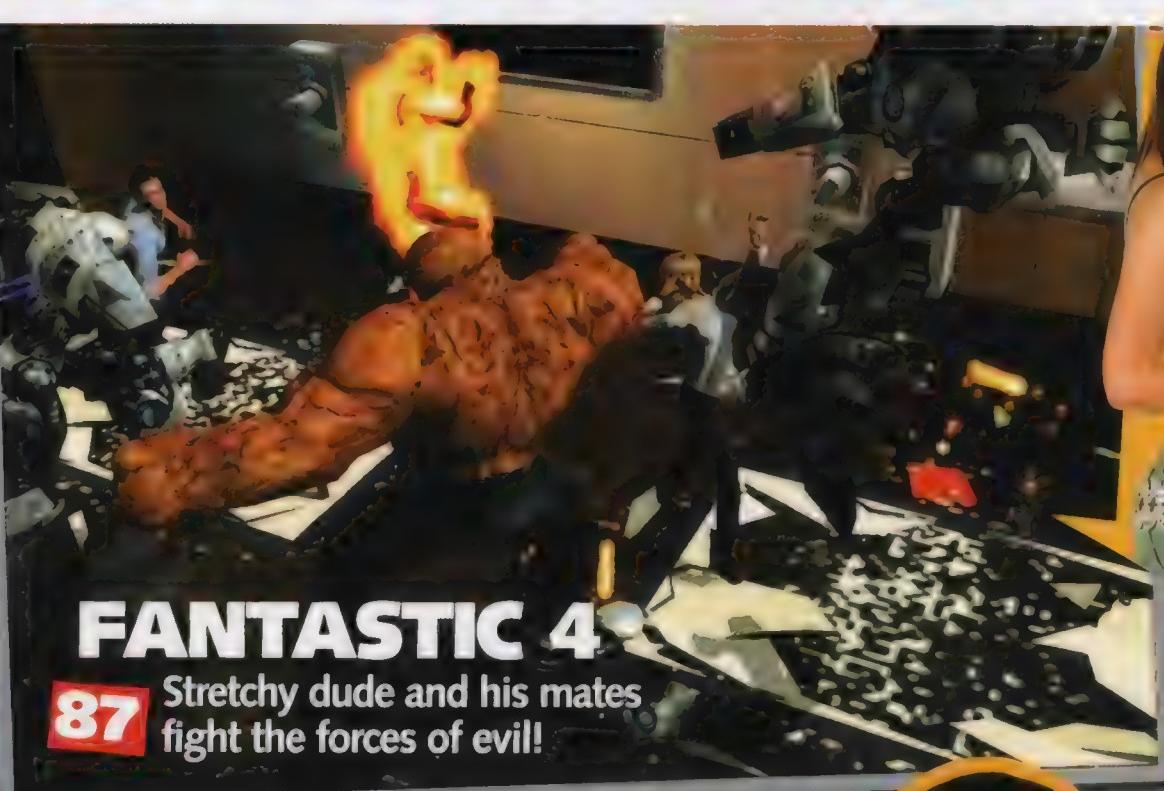
Games that score 9/10 are awarded the Silver Award – these should be on your list!!



8/10 means a great game that just needs a few improvements – for this, we award the Bronze.



Any game that scores less than 3/10 is deemed to be worse than a swift kick in the knackers.



FANTASTIC 4

87

Stretchy dude and his mates fight the forces of evil!

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The Caped Crusader fights crime on the PlayStation2

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P2 GENRE GIRLS
THEY'RE A KNOCKOUT!

FINAL SCORES

What they mean...

- | | |
|-----------|--|
| 10 | STUNNINGLY ORIGINAL – games don't get much better than this! |
| 9 | A BRILLIANT GAME – lacking only a few minor elements |
| 8 | CREAT PIECE OF WORK – in need of the odd refinement |
| 7 | FAIRLY GOOD – possibly one for fans of the genre |
| 6 | FAIRLY AVERAGE GAME – that might be worth a look |
| 5 | AVERAGE AT BEST – definitely try before you buy |
| 4 | CRAP GAME – with many problems. Rent it if you must. |
| 3 | PAINFUL TO PLAY, – probably not even worth renting |
| 2 | DIABOLICAL GAME – with nothing going for it |
| 1 | A TRAVESTY – No one should suffer this. Avoid at all costs! |

A large, close-up image of the Hulk's face, showing his green skin, bulging veins, and a wide, toothy grin. He appears to be shouting or roaring. The background is dark and smoky.

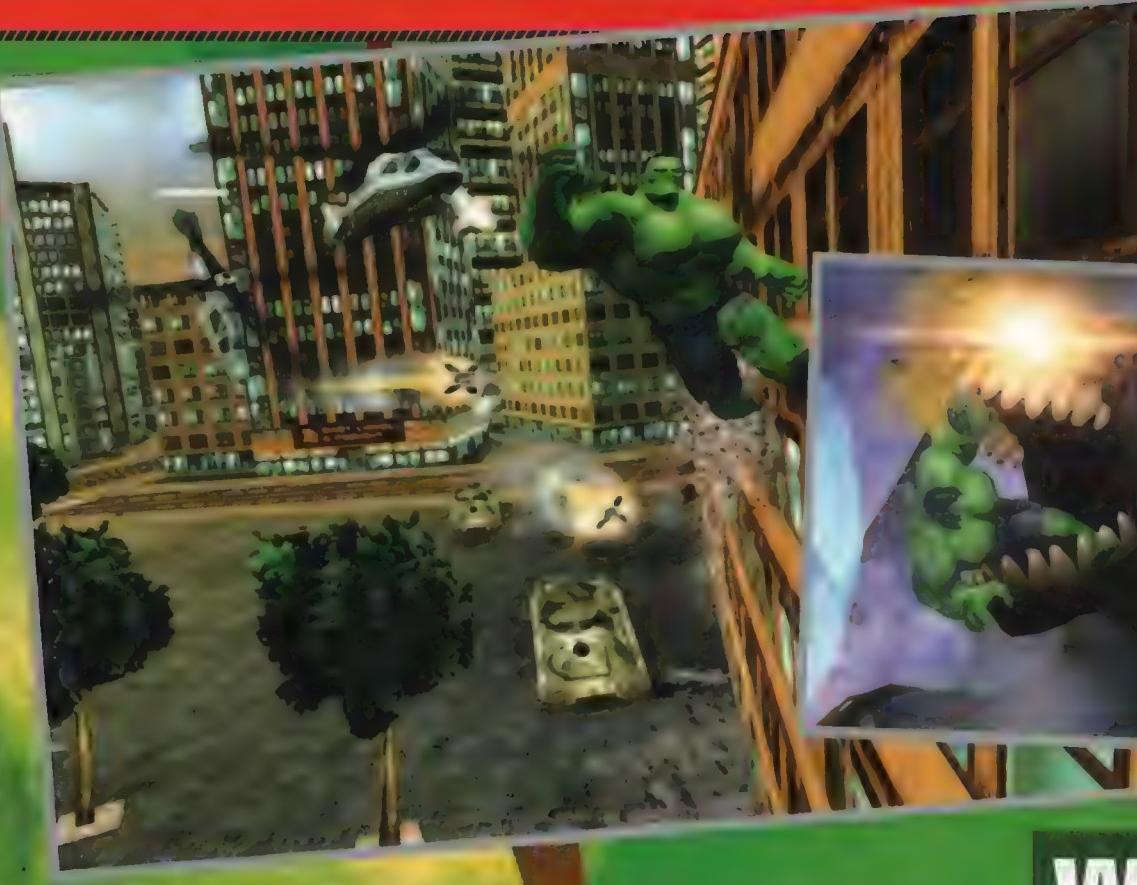
**EXCLUSIVE
REVIEW!**

Marvel's monster is on the loose... smashy smashy!



THE INCREDIBLE HULK

ULTIMATE DESTRUCTION



INFORMATION

PUBLISHER: UV Games

PRICE: £39.99

PLAYERS: 1



GENRE: ACTION/ADVENTURE

When it comes to larger-than-life heroes there are certainly plenty to choose from and everyone has their favourite. The romantics go for the web-slinging do-gooder Spider-Man and people who consider themselves a little more mysterious opt for the Dark Knight, Batman, but the true bad boys choose a real bruiser – an unstoppable green machine with a passion for chaos and an attitude bigger than J-Lo's arse. Yes, we're talking about The Incredible Hulk and for us he's the hero we want fighting in our corner, not some cry-baby kid who's worried about the price of power and responsibility. We want a rage-fuelled, tormented titan who, at the drop of a hat will pound the crap out of anything he can get his giant green hands on.

The Hulk's an extraordinary individual, he possesses unlimited strength, can leap huge distances and is impervious to almost anything thrown at him. Such attributes should make the green goliath perfect for a videogame, but because he comes with baggage (namely geeky scientist alter-ego Dr Bruce Banner) *Hulk* games have often involved far too many stealthy antics and not nearly enough destruction and chaos. Well, things are about to change with the arrival of Vivendi's new *Hulk* adventure *Ultimate Destruction*. With no film plot to follow, and Banner banished to cut-scenes, this is a very different experience.

We might as well get the inevitable comparisons out of the way first: yes, it is like *Spider-Man 2*. From the user-friendly control system to the free-roaming city environment, from the blend of mission types to the pop-up battles. But this is no bad thing, seeing as how *Spider-Man 2* is considered one of the best superhero games ever developed and *Ultimate Destruction* is by no means a simple Spidey clone. Sure, they have

BLASTER MASTER The military may have Hulk Busters but the big green guy has got radioactive fists!



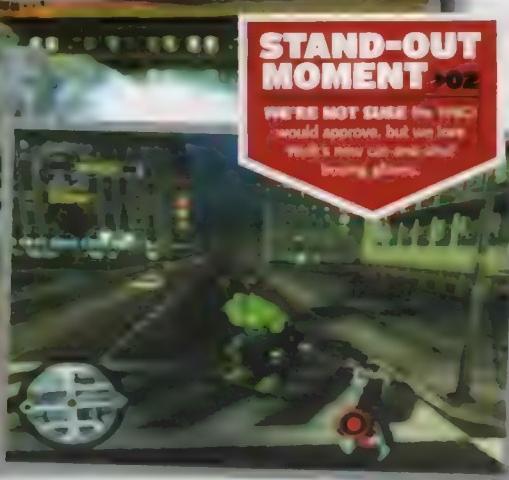
ON SALE: 26 AUGUST

STAND-OUT MOMENT #01

THE HULK MIGHT BE A huge, muscular monster but sometimes he needs an assist.

STAND-OUT MOMENT #02

WE'RE NOT SURE Mr. Tingle would approve, but we love Hulk's new car-crushing, brawling abilities.



similarities, but this has some innovative elements of its own and manages to live up to its *Ultimate Destruction* moniker.

The main game consists of two large-scale environments – the Spidey-esque city and the desert-based Badlands. As you'd expect, the city is a complete concrete jungle packed with screaming civilians and towering skyscrapers, while the Badlands is a vast wasteland that plays host to numerous military test centres. The two locations are linked by a church that acts as a central hub and doubles as Banner's buddy Doc Samson's secret lab. It's

possible to withdraw to this safehouse at any point in the game to save your progress, upgrade your moves and view unlocked material.

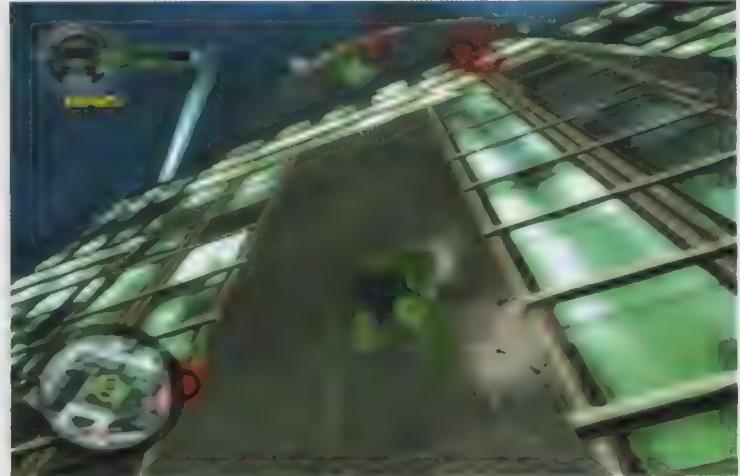
Away from the sanctuary of the church, gameplay is much the same in both the city and the Badlands – each is littered with a mix of story missions and challenges to keep things fresh. Story missions are about progressing the story of the boy Banner and his attempt to build a machine that'll cure him of his gamma radiation, whereas the challenges are additional objectives: these include racing around the city, laying

the smackdown on soldiers, and even a spot of footie.

Whereas the previous *Hulk* game was a pretty linear affair, with its various sub-games and free-roaming environments *Ultimate Destruction* is far less predictable. Within this new Hulk world it's possible to go wherever and smash whatever you like. In the absence of any web-fluid, the best way to get around is to use Hulk's legendary jumping skills, making the most of rooftops and walls to propel yourself through the air. This system takes a bit of getting used to but once mastered is a lot

ROBOT WARS:

The Incredible Hulk loved a spot of *Mechs And The City*.



Hulk liked to relax every now and then by indulging in a spot of Parkour



"WITHOUT A FILM PLOT TO FOLLOW THE DEVELOPER HAS BEEN ABLE TO PRODUCE A MAYHEM-FILLED MARATHON."

of fun and, in some ways, works better than the Spider-Man swing, as Hulk can bury his big fat fingers into any surface while in flight, or wall-run his way to the tops of buildings. But if you're lazy and don't fancy the thought of jumping around like a big green lunatic there are also jump markers to be found that allow you to skip to different parts of the map, reducing precious travel time.

Jumping is just one of the skills Hulk possesses as he can now make use of his environment in a new way by using a process of 'Weaponisation'. This basically means that Hulk can transform items in both the city and Badlands into lethal weapons. For instance, if you're taking some serious damage from a squadron of tanks just grab hold of a nearby car and with a simple push of a button you can rip it in half to make a pair of Steel Fists... or why not rip up a lamppost and use it as a club? It may sound a bit complex but Weaponisation is extremely simple to perform and can save your skin when used at the right time. The move-pimping doesn't stop there either, because you're actively encouraged to cause 'ultimate destruction' by smashing up whatever's in your path – the more smashing you do, the more 'Smash Points' you're awarded. You can then use these Smash Points to upgrade your repertoire of moves,



including head butts, punt kicks and even the ability to grab enemies out of the air and pummel them to pieces. This upgrade system works well and there's plenty on offer, but in the heat of battle it's often difficult to see exactly what's going on and so it becomes a case of bashing the buttons and hoping for the best – but, hey, as long as it gets the job done, who cares?

The story missions are split into chapters with a big boss waiting for you at the end of each – depending on which environment you're fighting through these consist of mutated monsters such as the

SMOOTH MOVE

DON'T MAKE HIM ANGRY... YOU WOULDN'T LIKE HIM WHEN HE'S ANGRY

Included within Hulk's upgradeable move set are the awesome 'Devastators' – these cost extra Smash Points but are much more powerful. Devastators can only be used when Hulk is really pissed off and reaches a state of 'Critical Mass'. These moves work like a smart bomb, annihilating everything nearby, which can be really helpful if enemies are closing in and blasting you with everything they've got. Simply hit the correct combo and watch the big guy let loose.

He can also catch missiles out of the air and throw them back at the sucker who fired them, use huge boulders as bowling balls to whack anything in his path, and even deliver a big elbow drop like his namesake Hulk Hogan.





The game's central villain Abomination, or mechanised monsters built by the military to try to take out ol' green skin. Of course, the bosses get tougher the further you progress and so to ensure victory you have to constantly upgrade your moves and charge them by holding down the attack button to make them twice as powerful. Something that gamers may not expect is that the game grants you the freedom to decide what type of Hulk to be – you can run around killing civilians and tearing up the environment or try to behave and be civil to the little humanoids. We know which we found more entertaining.

The main story is engaging enough as Banner and Doc Samson try to find a cure for his affliction while Hulk does battle

"RUN AROUND KILLING CIVILIANS AND TEARING UP THE ENVIRONMENT OR TRY TO BEHAVE AND BE CIVIL."

with the military, Emil Blonsky (aka: Abomination) and a shady organisation known as The Division. The problem is that your objectives primarily involve 'smash and grab' tasks – for example, travel across the city or Badlands, smash something, collect whatever it is you're instructed to retrieve and then get the hell out of there. Though the Challenge missions are a welcome distraction, we'd have liked to see more variety in Story mode. Lack of variety is one of the biggest problems with Story mode – every task involves just smashing everything in sight or beating the stuffing out of the enemies (should we expect anything less from a

game called *Ultimate Destruction*?). While this can be very satisfying it gets a little tedious after extended periods of play. In terms of visuals the developer has certainly delivered: the green giant's as big and menacing as you'd expect and really is a force to be reckoned with. You get a true sense of Hulk's power when he's jumping around the city: concrete shatters under his feet, vehicles are sent flying by the slightest brush of his thigh, and buildings crumble when he goes all Peter Parker and starts



climbing them. Previously enemies were, at best, the same size as Hulk but now they're suitably big and powerful, dwarfing the Hulkster himself. Boss battles can frustrate with non-stop attacks being launched – as with most boss fights, you have to find the right method to bring them down or just unleash a button-bashing attack.

Aside from a few niggles with diversity, this is the best Hulk game around. Okay, it borrows from *Spider-Man 2* but without a film plot to follow or product to push the developer has been able to produce a mayhem-filled marathon. Perfect pick-up-and-play material for any fan of the not-so-jolly green giant. KEITH

HURT ALERT

IF YOU CAN FIND THEM, MAYBE YOU CAN HIRE... THE ERS TEAM

Bring the Hulk, your company looks to destroy your competition with mindless and cause ultimate destruction. However, don't think that Doctor Banner himself will give you an easy ride. If you convince your Valentine (Banner) to hire the ERS team (the ERS Division of Research Systems) he'll bring his own. The more you damage, the more reinforcements are called in to try and take you down. If you really want to kill people off there's a deadly virus, MARY (which turns him into a zombie). It's like you're team, I don't like to Hulk that!

P2 FINAL VERDICTS

Roy

The last Hulk game was – frankly – a big bag of crap. This one, however, clearly learned from its predecessor's mistakes and thus provides a violent, over-the-top (if a little samey) smash-'em-up. Maybe it's the start of a whole new genre?

Sid

A massive upgrade on the rather crappy movie tie-in, but not quite as great as *Spider-Man 2*. This is definitely a step in the right direction for the jolly green giant and miles better than the likes of *Fantastic 4*.

Tom

Blimey, that's a whole lot of smashing from the great green one. The massive range of destructive manoeuvres makes it all the more fun along with the removal of the shitty Banner bits.

Keith

I've been a fan of the Hulk for years and have always been disappointed with the games he's starred in, so it's good to find that *Ultimate Destruction* is simple, yet enjoyable, smash-and-run fun.

The Incredible Hulk: Ultimate Destruction

OVERALL:

What's not to like about The Hulk? He's brutal, volatile and likes to smash things. This game reflects his personality well, with plenty of jumping and smashing, even if it is a tad one-dimensional.

8

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BOMBERMAN



260369

COLIN MCRAE RALLY
2005 (TM)



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DANGER MOUSE



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CHIL TAYLOR DARTS



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CONNECT FOUR



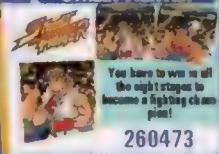
260339

BLADE TRILOGY



260385

STREET FIGHTER



260473

21 BLACKJACK



260378

BRUCE LEE



260447

MARIA TENNIS



260461

PLAYOON



260415

ROBOCOP 3D



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STEVE DAVIDS
SNOKER



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FANTASTIC 4



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MONOPOLY



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FOOTBALL 365 DUO



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WEAKEST LINK



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SHREK



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TRUE CRIME



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POOL CHALLENGE



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POKER MILLION



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POKER MILLION



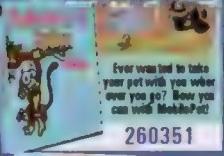
Vegas styled game ensures quick fire action & a chance to bust the house by drawing any one of nine hand!

FOOTBALL 365 MILLION



260391

MOBILE PET II



260351

FALLING BLOCKS



260368

HORSE RACING



260462

SPEED CHASER 3D



260382

PREDATOR



260347

SOCCER MANAGER



260227

KARATE STARS



260338

Pamela vs Jordan



260349

Set these girls free & in return they will give you some special impressions of themself!

JORDAN



260356

BUBBLE GUN



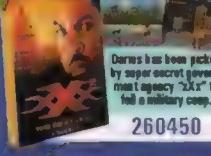
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MICROGOLF



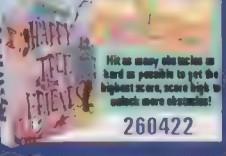
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XXX2 THE NEXT LEVEL



260450

HAPPY TREE FRIENDS



260422

SENSIBLE SOCCER



260390

BOARD GAMES



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FRUIT MACHINE



260366

DRIVER 3



260311

GRAND NATIONAL



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LODGE



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HIGH DARTS



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Lemmings

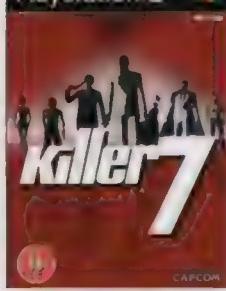


Play the highly addictive Lemmings game on your mobile! If you don't help them, they'll walk off cliffs, through traps and straight into boiling lava. Fast thinking is required to save the Lemmings, as failure to give a command at the right time can spell disaster!

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KILLER7

PlayStation 2

**INFORMATION**

PUBLISHER: Capcom
PRICE: £39.99
PLAYERS: 1



GENRE: ACTION/ADVENTURE



ON SALE: NOW

Three's had its day. It's seven that's the magic number...

One of the key challenges of working in the videogames industry is the trial that is Japanese games. They just tend to be so, well, hardcore. Sure, from the outside they look cute and cuddly. Characters that look much like Technicolor bunnies with high-pitched singing voices, prancing around equally twee worlds, each filled with enemies that look like they should be filling the shelves at Toys R Us are generally considered the norm, but underneath this veil of surreal cuteness they're just waiting to show you exactly how little skill you actually possess – a worthy opponent indeed.

As it goes, unless you're of the importing ilk, you're unlikely to get your mitts on many of these titles. Your arms aren't long enough to reach all the way to Japan – we know that for a fact – so you're likely to have to settle for the offerings that make it across the oceans by themselves. A fine example of this is

Viewtiful Joe. Nice and pretty to look at, but unless you were 'man' enough to opt for the Easy mode, it's likely that you reached the halfway point and got ripped apart by something with big eyes – Capcom can be a git sometimes.

Well now the company's managed to do it again. By the time you're running your eyes over these very words, your local videogames shop should be littered with copies of *Killer7*. Once again, a Japanese title that's drifted into our territory, but this

time things have gone a little differently. We're looking at a big boy's game here. The 18 certificate suggests this from the start, and after a few hours' play you're going to have seen sex, claret, more decapitation than you can wave a recently decapitated head at and a story so complicated you may end up weeping in the corner like a wee baby. It's got something to do with a group of seven dead assassins who still exist in personality form inside another person. As dead



SITTING COMFORTABLY?: Despite being in a wheelchair, Harman is 'wheelie' handy to have around...



AND THEY'RE OFF: The puzzle definitely won't keep you guessing 'furlong'. Haw haw.

THE KILLING CONTINUES...

THERE'S MORE TO THIS GAME THAN MEETS THE EYE...

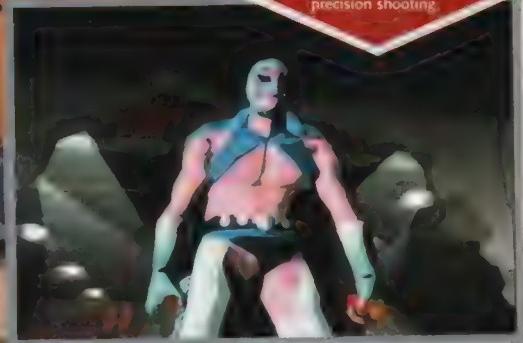
When you've managed to see your way through the game once, you're treated to a pleasant surprise. Rather than your run-of-the-mill artwork dregs that are regularly offered as unlockable goodies, killer7 unlocks

a whole new personality for you to play as, in the all-new 'killer8'. Those with keen eyes should also notice that there are other free slots on the personality select screen – killer9 and killer10 perhaps?



STAND-OUT MOMENT 01

TAKING DOWN the zombie politicians requires a tactical approach as well as some nifty precision shooting.



STAND-OUT MOMENT 02

MASK IS dressed to kill when he unlocks the first of his funky new costumes.



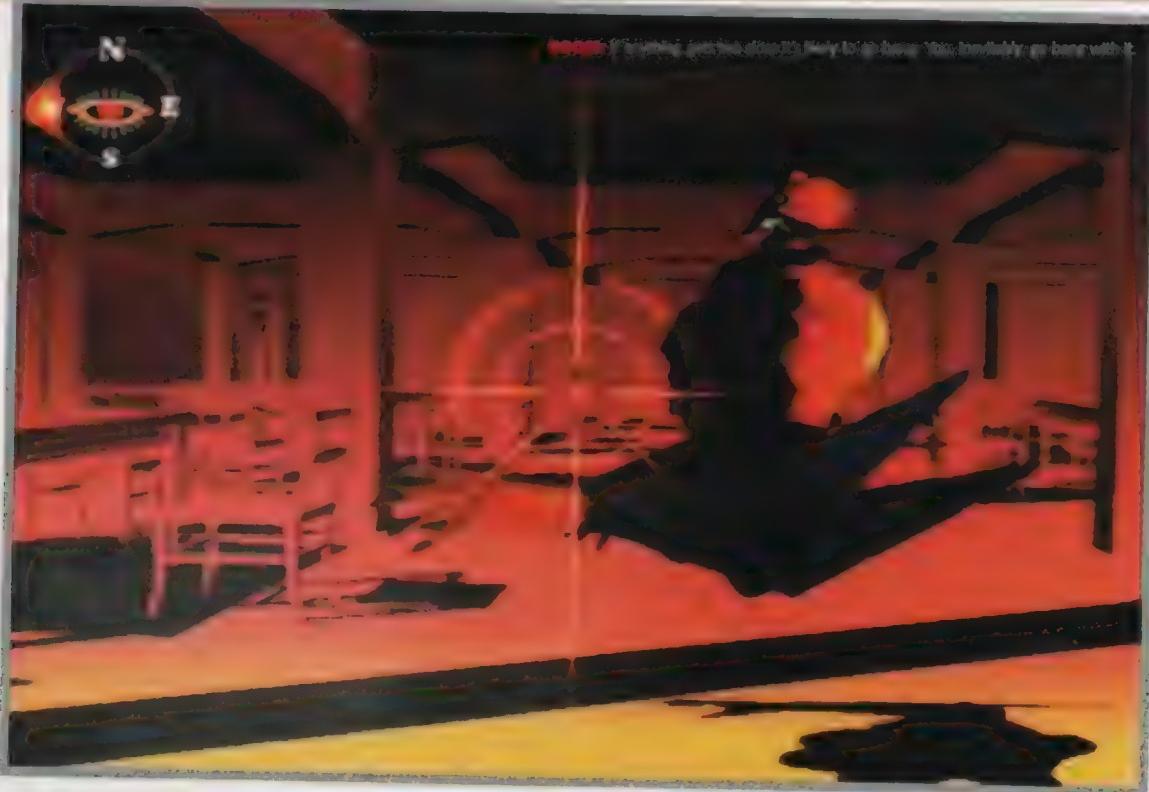
"YOU'RE GOING TO SEE SEX, CLARET AND MORE DECAPITATION THAN YOU CAN WAVE A RECENTLY DECAPITATED HEAD AT."

assassins do. Then lots of things go really wrong, really quickly and they all have to combine their abilities to sort it all out. There really is so much more to this, but due to space issues there's no way of informing you further. And we don't really understand it anyway.

Something that you're not likely to be able to ignore when dealing with killer7 is its unique control system. From some of the screenshots it may look much like your standard third-person shooter, but that couldn't really be a more inaccurate statement: the whole game is on rails. Holding down the button sees your current character peg it off along a set route and the only control you have

other than turning around and heading back the way you came is when you come to a junction. In these situations a flick of the analogue stick sends you down whichever path you've chosen. It sounds rubbish, but once you've become accustomed to it you'll be surprised how smoothly the action flows. When you hear the hellish cackle of an enemy (your first clue that you're likely to die), a swift switch to First-Person mode and you get to show off your shooting skills. It's reminiscent of a lightgun game actually, though many of the memories of drawing a crowd as you tackle *House Of The Dead III* down your local arcade soon vanish when you remember that you have →





SWEET SPOT: The little glittery bit is where you want to be shooting. Unless you're amazing, you'll never do this. Sorry.

→ to use a pad – not an easy task. Again, it sounds like it shouldn't work, but it does... quite well actually. Using the blood collected from foes, you can power up your characters to give them a steadier hand and lock-on abilities, so your own accuracy is soon supplemented, which is nice. This form of control is obviously going to limit the exploration element, thus making the title mildly linear, but it really doesn't matter. The reason? *killer7* is bloody difficult.

This seems to be a running theme with Capcom titles of late. *Devil May Cry 3* was ridiculously harsh, both *Viewtiful Joes* were brutal and now this. As you progress, the Heaven Smile enemies you encounter become extremely tricky to bring down. Only a shot in one tiny spot on their body will cause them to fall – and you have only a few seconds in which to achieve it. To top it all off, in these situations, a miss is likely to cause the death of your character, causing you to

switch to one of the others who, hopefully, you've levelled up a little more. Fortunately, you do adapt – by the end of the game you'll have discovered skills that you never even knew you had – plus it actually ensures that you receive a healthy dose of satisfaction with every small bit of progress you make.

On the whole, *killer7* is a winner in the same way every other Capcom title has been over the last year or so. Some of the most memorable boss battles and enemies we've ever faced feature throughout the game and the stylised cel-shaded visuals, although likely to be a little quirky for some, make the whole package look gorgeous. We suggest you go out and buy. Now.

SID



SING, SING, SING: Travis can be found hiding in plenty of places. Sometimes in the 'middle of the road'.

GOT SKILLS

THESE GUYS CERTAINLY HAVE SOME SWEET MOVES...

No videogame character is without a few skills that he can throw around in certain situations, and the killer7 are no exception. Whether it's Hellion Dan with his charged-up super shots or KEADE who doesn't seem to mind slitting her own wrists and spraying a bit of blood around to aid the cause, there's no shortage of moves for you to play around with. Locations where an individual's skill is needed are also marked on the map, just to make things a little easier for you – believe us, you'll appreciate it.

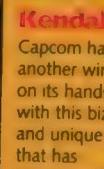


P2 FINAL VERDICTS



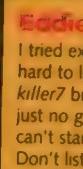
Tom

An individual take on the FPS, *killer7*'s on-the-rails movement and off-kilter attitude may put some people off. It shouldn't though, as this is a game that everyone should play, just to see if they like it or not.



Kendall

Capcom has another winner on its hands with this bizarre and unique title that has 'Japanese Cult Classic' written all over it. It looks amazing throughout but don't be fooled by the cartoon look, it's also bloody difficult!



Eddie

I tried extremely hard to like *killer7* but it's just not good, I can't stand it. Don't listen to a word Sid says, he's a raving fanboy and just like the rest of us doesn't really understand the stupid plot, he just refuses to admit it to himself.



Sid

A bold move by Capcom. Plenty of folk will just snarl in *killer7*'s general direction and brand it "bollocks" without really giving it a fair chance. This is a great shame though as it's actually superb.

killer7

OVERALL:

Stylish and challenging, this is how innovation is done right. Sure it may get a little frustrating in places, but overall *killer7* holds it together and the result is one 'killer' title.

9

HONKY PARD'NER: Guns vs swords, eh? We know what we'd bet on...

"A PERPETUAL FLURRY OF FLASHY GORE"



ON SALE: NOW

SAMURAI WESTERN

Dlaw pilglim! East meets West at the not-so-okay corral...

Within five minutes of *Samurai Western* entering your machine, you're wiping the sweat from your brow, having diced 47 six-shooting nut jobs, dodged 1,000 bullets, and racked up combos of almost *Dynasty Warriors* proportions. And the action doesn't relent... ever. Through each of the 16 small, samey-but-packed levels, Gojoro Kiryu, in a perpetual flurry of flashy gore, obstinately rends flesh from bone, limbs from bodies and, just occasionally, your sanity from your consciousness.

After each massacre, you're greeted with a light RPG appetiser of stats upgrading, weapon selection – offering a new way to slay every level – and, rather bizarrely, item placement. Dependent on your success and style during the slash-a-thon missions, you're rewarded with hordes of strange items that can be fiddled around with in a particularly odd fashion,

allowing you to affect the size and position of said prizes.

Equally odd are some of the foibles of the learning curve. Right up until the fifth level it would be a pretty hard task to die, given your adroitness at evading and returning bullets, then: BAM, better settle in, 'cos you ain't getting past here in a hurry. It's remarkably easy to get caught up for hours on a single level that skill alone won't let you pass and the result teeters between epic frustration and suicide.

There's a lot of fun packaged up in this little East/West combo, but only for those with a desperate yearning for carnage and an even greater desire to be challenged. A reasonable, if straightforward, story, coherent presentation and a control system with little to complain about make it a fair rental choice but not really worth a larger slice of your hard-earned. **TOM**



INFORMATION

PUBLISHER:

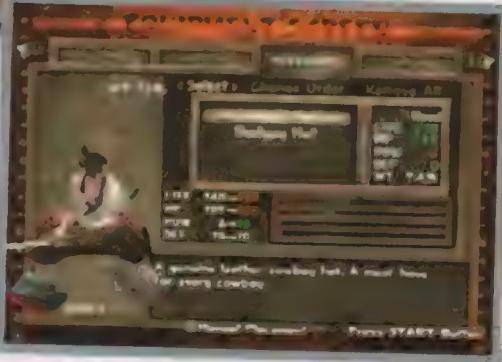
505 Game Street

PRICE: £39.99

PLAYERS: 1



GENRE: ACTION/ADVENTURE



SALOON SELECTIVES: Cowboy hats on your feet – comfortable, airy... and utterly ridiculous.

P2 FINAL VERDICTS

Kendall

Think *Dynasty Warriors* in the Wild West and you've got *Samurai Western*. The brainless violence is fun for a while, but it soon becomes monotonous.



Eddie

Gallons of the red stuff and endless parades of enemies make this great fun. However, it's not exactly going to set the gaming world alight either.



Sid

It begins well, and you get to put hats on your characters' knees, but as you progress it gets repetitive. Worth playing if you're fond of lots of action.



Tom

An enjoyable hack-venture through an off kilter vision of the Wild West. A unique experience, but you'll claw your eyes out in frustration on some levels.



Samurai Western

OVERALL:

Evisceration, dismemberment and a ten-gallon hatful of the red stuff in a game that, apart from some pad-throwing moments, gives us nothing really to moan about...

5

STAND-OUT MOMENT >01

WHEN UNDER THE influence of Scarecrow's my very vapour enemies see Batman as a deformed pap-your-pants ghoul.

**STAND-OUT MOMENT >02**

WHILE SPEEDING THROUGH the streets of Gotham City you can take out countless gormless goons.



ON SALE: NOW

PlayStation 2

**INFORMATION****PUBLISHER:**

Electronic Arts

PRICE: £39.99**PLAYERS:** 1**GENRE:** ACTION/ADVENTURE

BATMAN BEGINS

Bruce is back in black but is this the beginning of the end?

With the likes of *Hulk*, *Fantastic 4* and *Ultimate Spider-Man* on the console scene, lately there seem to be more superheroes than there are innocent people to save! And with the release of a new *Batman* blockbuster, planet PlayStation must make room for yet another costumed crusader hoping to rid the world of evil. Not a superhero as such, we've often wondered what Batman's special powers really are – there was no radiation spill, no toxic bat bite and he's not from a planet far, far away. It turns out that while Bruce Wayne has the cash to equip himself with the latest gadgets and gizmos, the true power of Batman is fear, as he uses his skills to strike terror into the hearts of Gotham's criminal underbelly... and so this is the central premise of the game. The Dark Knight must build his reputation and fear levels by kicking ass and curbing crime on the city streets.

Of course, crime fighting's what superhero games are all about, and for Batman's latest outing, EA has opted to place him in a third-person level-based adventure rather than choose the open city approach that perhaps many hardcore Bat boys were hoping for. That said, the environments are huge, with plenty of aesthetically-interesting places to explore, the Caped Crusader looks as menacing as we could have hoped and the action's made even more believable by the addition of voice talent from the film's stars. The action is loosely based around the events that transpire in the film but the key scenes have been reworked so as to leave a few surprises for the movie-going gamer.

As in the film, at the beginning of the game you take control of the tormented Bruce Wayne and train in the deadly ninja arts, this then sets you up with the moves necessary to navigate the mean and

muddy streets later in the game. Due to the fact that Wayne is now a bad-ass ninja, the developer has decided to include various 'stealth' elements in the gameplay – as the big Bat you have to sneak through the environments, tackling goons and obtaining information about the strange events that are transpiring in Gotham City. The problem is that the stealth element seems a little redundant, as there are no shadows to hide in and



BLACK OF THE NIGHT: Bat limbers up ready to take out the goons.



ONLY CHOKING: I know you're hiding those mutant turtles here somewhere!



BAT BURNOUT: Asda had really gone to town with its new car park.

HACKED OFF

THERE'S NOWHERE FOR EVIL TO HIDE AS BATMAN GETS 'PICKY'

Even though Bruce Wayne can afford the latest and greatest gadgets, how does he choose to tackle a locked door? By picking the lock like a common chav, of course. Most locked doors can be breached with a simple lock-picking sub-game or by hacking a nearby computer console. The trouble is that there's no variation to the challenges – the same simple technique can be used from when *Batman Begins* to the very end of the game. If you're having trouble with the doors, you can always make like a bat and cling to the ceiling, bypassing certain doors altogether.



you move just as fast when in Stealth mode as you do normally (although by using the softly, softly, stealth steps you can sneak up on enemies and finish them off in dramatic style). Batman's not invincible either – if you're a little careless and manage to get detected by a gang of armed grunts, it's usually game over, because whereas the 'real' Batsuit can withstand numerous bullet blasts, if you get shot in the game you hit the deck.

"AN ADEQUATE TIME-FILLER BUT YOU CAN CHECK YOUR BRAIN AT THE DOOR."

quicker than it took Cruise and Holmes to get engaged.

Though at times confrontations can be a trial and error affair, the combat's good with plenty of stylish cutting and fight sequences, but it's not all sneaking around and smacking people. No, from time to time, you also get the chance to drive the metal mutation that is the new Bat Mobile. These sections borrow heavily from EA's anarchic arcade racer, *Burnout*,

right down to the Takedowns and Nitro boosts. Though obviously not as accomplished as the brilliant *Burnout*, these racing interludes do add some much-needed variety to proceedings, with simple objectives to achieve and countdowns to contend with. While they look impressive and do raise a smile, these sections require minimal effort to complete and so have no real purpose but to break up the stealth action.

This 'style over substance' could be said to run through the whole game – it all looks great and is an adequate time-filler, but you can check your brain at the door as you're led through each part, pointing out exactly where you must throw, attach or plant your array of gadgets. If all you want is a chance to slip into the famous rubber suit and fight for justice though, then this might be the one to fill your summer 'knights'. **KEITH**

P2 FINAL VERDICTS

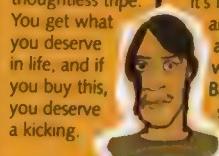
Roy

As film licensed titles go, this is far from the worst that I've ever played, and the inclusion of the 'fear' element – a focal point of the movie – is a nice touch. Ultimately though, the whole thing is simply much too linear...



Eddie

For Christ's sake you morons – stop buying this shit! It's the numbskulls who purchase these paper-thin cash-ins that give studios carte blanche to churn out yet more thoughtless tripe. You get what you deserve in life, and if you buy this, you deserve a kicking.



Kendall

This is your run-of-the-mill traditional film tie-in. It's fun for a few hours after seeing the movie, but you soon realise that it's really just an average adventure with Batman stuck on the cover.



Keith

Well, having just seen *Batman Begins* at the cinema, I was hoping for a similarly impressive game, but was rather disappointed. Beyond the shiny visuals and big Bat licence it's a pretty linear experience.



Batman Begins

OVERALL:

With impressive outings for heroes like Spider-Man recently, we were hoping that *Batman Begins* could reinvent the Dark Knight for a new generation of gamer. Sadly this falls a little short.

6

STAND-OUT MOMENT #01

A Moustachioed worm dressed as a bunny, holding an exploding sheep. Because it's not that weird.

**STAND-OUT MOMENT #02**

HAVEN'T GOT A LINE ON IT? We tell the monkeys to bring their 100% marks.



ON SALE: 29 JULY

WORMS 4: MAYHEM

Ten years of *Worms* and what have we got? No, not sore asses...

**INFORMATION****PUBLISHER:**

Codemasters

PRICE: £39.99**PLAYERS:** 1-4

GENRE:
PARTY/PUZZLER



POND LIFE: Tonight the worms sleep with the fishes.

Who could've predicted ten years ago that inflicting serious harm on poor, unsuspecting earthworms could be so much fun? And yet fun it must have been, because after a decade of rampant invertebrate abuse, those cutesy worms are celebrating their birthday with yet another addition to the family, *Worms 4: Mayhem*, which, unlike many of the previous incarnations, really does live up to its name.

What's startling about *Mayhem* is the uncharacteristically coherent Story mode,

making what was once solely the preserve of the multiplayer into a reasonable single-player experience. 25 missions glued together with an appropriately ludicrous plot involving a time-travelling professor, actually come off as far more than just an afterthought and throw some unexpected ideas into the fray too, like item collection missions and scenery demolition scenarios.

The reward for these single-player shenanigans is a wealth of unlockable weapons, such as the decidedly deranged inflatable Scouser, who lolls toward your

foes like a drunken... well, Scouser, picks them up, and then floats into the sky before popping, leaving your opponent to plunge to his doom. Other wacky additions include Bovine Blitz (a cow cluster bomb), the sentry gun, a bubble shield, and the sniper rifle for when you come over all FPS.

The most significant addition since the game went 3D is the ability to create weapons, something that adds massively to the individuality of your team of mini maggots. The customisability of these team-specific firearms is comprehensive, allowing for adjustments of blast radius, strength, and appearance as well as clustering options and poison.

This level of adaptability extends to the worms themselves and with an array of aesthetic touches like facial hair and glasses, your team of excitable earthworms can look as ridiculous as you like. This set-up is quick to use considering the amount of options and always worth a tinker, even if you're just having a multiplayer blast.



BUNNY BOILER: He knew he shouldn't have had that curry last night...

UPWARDLY MOBILE

YOU HAVE TO GET INVENTIVE WHEN YOU DON'T HAVE LEGS

Getting around requires just as much brainwork as calculating firing angles, and given the time restrictions it's important to get to grips with all the options. In *Mayhem* the worms pick up quite a pace and can shift their butts a surprising distance in the time given. The classic ninja rope's still an essential piece of kit, and is particularly useful in 3D, as is the parachute, which offers serene and picturesque views of the killing fields. Jet packs, teleporters, girders and suicidal skyrockets give the squirming psychos yet more manoeuvrability, making clever positioning an essential skill to learn.



Not quite as conducive to a painless multiplayer experience are the load times, which detract from the excitement of a tight round. The epic nature of these load times also encroaches on Story mode which, considering some rounds last less than three minutes, doesn't add much to the fun factor of such a straightforward title. Indeed, many missions involve so few worms that one mis-timed jump or slip into the water can see you yawning your

"ULTIMATELY MAYHEM IS THE BEST OF THE 3D COLLECTION DESPITE A FEW NIGGLES."

way through two loading screens before you can restart, something only marginally less infuriating than knocking your last bog roll into the shitter.

Other annoyances that'll irritate fans of the 2D version more than most are that the 3D levels leave significantly more room for glitchy level design and annoying camera spasms, not to mention the controls which, despite an improvement since *Worms Forts: Under Siege*, still



ELLO ELLO ELLO: Can anyone else smell a police brutality charge?



SPINELESS FUN: If you can't handle the heat, get out of the building site.

suffer from a degree of nervousness usually reserved for virgin brides on their first night.

There has been a hefty overhaul of the multiplayer, offering diverse and enjoyable match types like Statue Defend and Destruction which focus on the devastation of the environment. Survivor is a tag battle throwing worms in one at a time until your team is spent. With a nod to the previous incarnation, Homelands also gives you a

fort-based option, so there's an obliging array of match types to suit everyone.

Ultimately *Mayhem* is the best of the 3D collection despite a few niggles, and if it weren't for the protracted loading affairs and the occasional irksome bit of level design, it'd be a must for any multiplayer night. Just don't make the mistake of seeing this as a successor to the 2D games, as it's got a long way to wriggle before it captures the visceral joy of those. **TOM**

P2 FINAL VERDICTS

Duncan

What am I doing, I don't wnt! I'm the designer! Oh well, might as well say something constructive about *Worms*. Here goes then... Are you ready? Um... er... erm... Worms 4 is by far the best in the series so far.

Kendall

The great thing about *Worms* is that it's stupid - gloriously, ridiculously dumb. This is the best PS2 version yet, although we still wish they'd bring out another 2D version instead of all this 3D malarkey!

Helen

I'll never get the hang of homing missiles or sheep strikes. However I enjoyed wiggling around all over the scenery to set up the best attack. I could swing around on that ninja rope all day long, but that's another story.

Tom

I couldn't get past the frustration of throwing away matches because of some misplaced ledge or camera spazz-out — I just don't have the patience for that and the load times.

Worms 4: Mayhem

OVERALL:

An enjoyable, varied Story mode with a similarly diverse multiplayer, and enough new weapons to keep your trigger finger happy makes for a well-rounded game. Shame about the load times.

7



ON SALE: NOW

STAND-OUT MOMENT #01

THE MAGICAL Hawk-Eye manages to show ball by ball, just how crap your bowling is.

STAND-OUT MOMENT #02

THE CLASSIC XI challenge lets you pit your wits against the Aussies in the original Ashes test.

**INFORMATION****PUBLISHER:**

Codemasters

PRICE: £39.99**PLAYERS:** 1-4**GENRE:** SPORTS

BRIAN LARA INTERNATIONAL CRICKET

Lara's back and belting those leathery balls for six

If there's one thing in life you shouldn't have to find out for yourself, it's that wearing correct groin protection for a game of cricket is absolutely essential. If you don't believe us, check out some of the cricketers' faces in *Brian Lara International Cricket*.

Not that it really matters though, as the post testicle-crunch expressions of disgruntlement for the most part aren't imposed on 'real' players, they're the sort you'll be used to if you're more into *Pro Evo* than *FIFA*. You know what we mean: the 'Flintiffs', 'Vorners' and 'Hoddards' that make up the 'English Cloud Cuckoo Land XI' in place of the full licence that, in all honesty, a title of this nature needs. By 'a title of this nature' we mean, of course, one monitored intimately by fixated obsessives who can recite the respective batting averages of every third man on the planet at the drop of a hat.

While it may never have been a hugely successful basis for a videogame in the past, there's plenty of mileage in cricket,

and the success of *Tiger Woods* should point the way for this particular virtual sport. Sadly, however, this simply hasn't happened and with *Brian Lara International Cricket* (not to mention EA's effort) there's very little that we haven't seen before, way back in the heyday of Beefy and Lamby. No innovative control method, no tricky little skills-based mini-games and not too much in the way of fun, takes much of the bounce out of this particular delivery, despite the arid five years since Brian's last bash at the gaming crease.

That's not to say that some won't enjoy it – and probably a good deal more than will EA's equivalent endeavour – but apart from the slightly improved effects, very little has changed in the decade that the series has been going. There aren't many terminal problems, but the main one's a fairly integral part of cricket itself: repetitiveness. From the limited animation, to the decidedly dull bowling sections, there's much about Brian's resurgence that does a little too much justice to the game. A slightly



GOT ME STUMPED: Out! Now piss off and get your tea and biscuits ya git!



GLOVE MACHINE: Andy was well chuffed about his new Hulk hands with real smash sounds.



HELLO DUCKIE: Stephen's ventriloquism act wasn't helping much.



DIVE TIME: The number six got quite a reaction when he flashed his middle stump.

CAREER ORIENTATED

HOW TO WORM YOUR WAY INTO THE ENGLAND XI

Brian Lara International Cricket lets you throw yourself straight into the team of your choice, without even the most basic of quality control – great. Starting with a name and selection of pre-created visages, Career Player mode allows you to bundle together your perfect player, be they bowler, batsman or all-rounder. All manner of options allow for a completely individual cricketer, such as their strengths and weaknesses at the crease, and their preferences with the ball. As a final little touch you can even decide what kind of skincare regime they use..



more important niggle comes in the form of some life-threatening stupidity on the part of the opposition fielders. Regardless of how many times you hammer the ball in a particular direction, these stubborn players refuse to alter their fielding positions, preferring to remain idle like a loose collection of anaesthetised cattle.

In terms of modes, the options are legion if a little lightweight and include competitions and tournaments from the

determining your player's ability to deal with spin, through adjusting weather conditions, to a Classic XI challenge which sees you batting or bowling for your life in some of the most remarkable moments in the sport. The fact that the release date also marks the first Ashes test may also entice some of the more hardcore fans, and to be honest this could fill the gaps between sessions quite nicely as it caters for both

"IT CATERERS FOR BOTH LONG-TERM PLAYERS AND THOSE AFTER A SPEEDY SLOG-FEST."

ICC as well as 20Twenty tourneys, Double Wicket quick matches and the obligatory, and actually quite useful Training mode, or Nets. The Career Player mode, an uncomplicated cricketer creator, also features along with the presence of Hawk-Eye – probably the most exciting addition to cricket since the bat.

For the true enthusiast out there, all the usual selections are present, from

long-term players and those after a speedy slog-fest.

It's not that Codemasters' latest cricketing construction is a poor game, as it does have moments of real excitement and a decent level of control over the strokes – it's simply less bat than pad. If you need a cricket title to compliment this year's Ashes, then *Brian Lara International Cricket* is probably the one to slip into your box. **TOM**

P2 FINAL VERDICTS

Vic

I don't like cricket games. I'm sure this is "the greatest, most realistic game to date" or something, but I don't like it. If you hate cricket then don't buy this. It's a cricket game and contains much cricket. It'd be a waste of money.



Kendall

The problem that cricket has is that it's just not very exciting, is it? I mean, this plays just like the real thing, so fans should be happy, but I'll stick with baseball – they have mascots and stuff!



Keith

Brian's been away for some time but I welcome his return. By making both the control system and match modes simple and accessible, Codemasters has delivered a game that will bowl over many wicket critics.



Tom

Brian Lara's latest innings is definitely the Best In Show as far as cricket titles go, despite being more than a little bit repetitive, and suffering from a slight lack of polished physics.



Brian Lara International Cricket

OVERALL: With such a bitty licence, it's hard to imagine Lara will get the full attention of the hardcore fans, but with all the options and not unsatisfying gameplay, it may serve you well for the Ashes.

7



94



ON SALE: NOW

SAINT SEIYA KNIGHTS OF THE ZODIAC: THE SANCTUARY

An anime series you've never heard of becomes a game you don't need...

Beat-'em-ups, right? They're simple beasts. The game starts, you knock the hell out of your unlucky opponent, the end. Except that it appears Atari has other ideas. Now, don't get us wrong, we know that *Tekken* and other fighting franchises feature story elements, but *Saint Seiya* just takes the idea too far... literally. You can stick the game on, go off and make a cup of tea, drink the tea, wash the mug and then come back to the game and the bloody thing will still be telling the story!

After all the introductions (which don't make you feel more for the characters, they just leave you laughing at the ridiculously bad translations), you're finally into the 'action'. Cue more mythical hocus pocus, as you burn off Cosmo energy to beat a series of golden warriors... you what? Oh right, what this means is that

by hammering the **A** button, you can set up chains of hits and your enemy will soon fall. Yet, this is not the end, oh no, because by wiggling the left analogue stick, defeated characters are brought back to life and the tedious and slow fighting continues. And your reward when you finally do defeat them? Another overly long, overly complex, underwhelming cut-scene. After a few of these, you really don't care any more and the thought of having to battle through a dozen dull and drawn out fights made us want to bash our heads against the wall repeatedly, rather than play the game again.

If you're hungry for *Saint Seiya* action, then Amazon has plenty of DVDs that allow you to follow the story without it being broken up by an old-fashioned and dull fighter. Stick with them. **KENDALL**



INFORMATION

PUBLISHER: Atari

PRICE: £39.99

PLAYERS: 1-2



GENRE: BEAT-'EM-UP



CHAMONE: The Michael Jackson comeback tour was a huge success.

P2 FINAL VERDICTS

**Roy**

I hate overly long cut-scenes in games - *MGS3* just about gets away with it, but this? The gameplay simply can't justify it. Stick to the DVDs.

**Tom**

This is practically unplayable and should wallow in self-pity for all eternity. Its one saving grace is the innuendo throughout: it's all golden horns, shiny helmets and sheathed swords!

**Eddie**

I don't even understand what this is trying to do. Whatever it is, it fails miserably. What could have been an interesting cross-genre title turns out to be utter crap. Avoid.

**Kendall**

Ye gods! What's this? It starts like a pretentious RPG epic then transcends into a tedious and dated beat-'em-up. Utterly pointless in every way.

Saint Seiya, Knights Of The Zodiac: The Sanctuary

OVERALL: Sometimes you wonder why companies bother releasing substandard games into a market already brimming with superior titles. Even fans of anime will be left disappointed by this one.

3

"A HUGE ORANGE MAN, AN INVISIBLE GIRL, A MAN ON FIRE AND THAT BLOKE OUT OF HORNBLOWER AS A DUDE MADE OF RUBBER."



ON SALE: NOW

FANTASTIC 4

Not had enough superheroes yet this month? Here's another quartet!

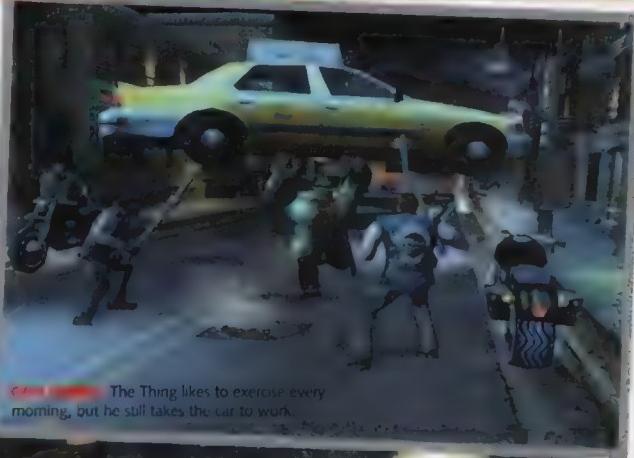
It's a great summer in the Cineplex if you like comic book movies. Following *Batman Begins*, the latest smash is *Fantastic 4* and it's a brilliant premise – a huge orange man, an invisible girl, a man on fire and that bloke out of *Hornblower* as a dude made of rubber. Genius. Perfect videogame fodder.

Instead of the open plan *GTA*-style antics that Activision adopted for with the *Spider-Man* titles, *Fantastic 4* is mission-based as our plucky heroes first try to come to terms with their new powers and then head off to do good deeds throughout the city. Each of the four has different special powers and so you need to switch between them in order to succeed. Unfortunately many of their special moves happen automatically when you stand on a coloured marker, triggering a cut-scene rather than leaving you in

control, which is a shame as it means the console gets to play out many of the best scenes with no player interaction. Bah!

Initially though, *Fantastic 4* is fantastic fun. Just getting to know what abilities each character has and then using them to smash seven bells out of anyone and anything that gets in their way is a brainless treat, but alas as you get further into the game, repetition and familiarity begin to breed contempt. Some of the levels are huge and when you die, you end up having to travel so far back through the game that only the most patient of players will try again.

Essentially *Fantastic 4* has 'Rental' written all over it, it's fun in short bursts and the co-op mode deserves a mention for multiplayer mayhem, but only the most dedicated comic book geeks will see it through to the bitter end. **KENDALL**



The Thing likes to exercise every morning, but he still takes the car to work.



INFORMATION

PUBLISHERS: Activision
PRICE: £39.99
PLAYERS: 1-2



GENRE: ACTION/ADVENTURE



HEATIN' UP: This does NOT make for a good office environment.

P2 FINAL VERDICTS



Keith

I was hoping for something similar to the X-Men team-based goods. But this is just a generic button-basher, that feels like a PSone throwback.



Tom

Activision is walking a Trading Standards knife-edge with this drivel – Fantastic, my arse. You're often limited to just one character and there's too much mindless button mashing.



Roy

When you compare this to other superhero-based PS2 titles, it falls short. It features some nice ideas and the four characters add variety, but it just feels a tad dated...



Kendall

Getting to play as four superheroes gives this more personality than some others in the genre but alas the gameplay isn't as varied as the lead characters!

Fantastic 4

OVERALL:

Yet another big screen adventure gets a console makeover. We're pleased to see that they've involved those who made the movie, but the fun quickly becomes repetitive. Probably best as a rental.

6



ON SALE: NOW

**INFORMATION**

PUBLISHER: JoWood
PRICE: £19.99
PLAYERS: 1-8



GENRE: PARTY / PUZZLER

YETISPORTS ARCTIC ADVENTURES

Chillin' on the tundra with Yeti, Pingu and friends

Until a few years ago, the true location of the Yeti was something of a mystery. It's since been discovered however, that the sizeable Sasquatch has given up hiding in caves and chomping on the icy limbs of Arctic explorers, deciding instead to set up his own little Olympiad: *Yetisports*. Across the western world, office workers have vied for a top spot in the Flash Games hall of fame, across such disciplines as *Orca Slap*, *Big Wave* and *Seal Bounce*. With the great, white, fluffy one taking control of your EyeToy though, does the magic of the Yeti translate to the PS2?

Despite the variation available with the EyeToy, *Yetisports Arctic Adventures* is probably the most unique title around for the one-eyed peripheral. Clearly made for a multiplayer audience, and relying heavily on the flap-and-giggle effect that pervades the genre, it manages to draw every last ounce of competition out of you and your

mates. The fact that there's always another couple of metres to eke out of a particular shot, or another few seconds to shave off a run, sets *Yetisports* up as a goer, from the off.

The half-dozen mini-games on offer manage to remain diverse enough to avoid cloning each other, and run from the classic 'Pingu Baseball' – in which your waddling buddy takes a firm belt on the rump then goes thundering across the tundra like the masochistic avian he is – to the far more peaceful 'Free Flight'. While there's not a massive difference between Free Flight and 'Pingu Flight' (both challenging you to glide through the crowded skies collecting time and speed bonuses), the others give differing importance to energy levels, timing and spatial awareness.

'Snowboarding', for instance, sees you control Mr Yeti with your body as he hurtles down a mountain collecting Pingu

with which to launch at exploding whales further down the course – weird. 'Halfpipe Racing', which feels a lot like *Wipeout*, again requires the reactions of a rattlesnake as you speed down the pipe, arms splayed in mock flight, picking up goodies to help you trim valuable seconds off your time.

But probably the best morsel in this tray of virtual hors d'oeuvres is the magnificent 'Pingu Tennis', especially apt coming off



BATTER UP: It's the bottom of the ninth, can Kendall hold it together?

CONNECT FOUR

A MODERN-DAY DAVID AND GOLIATH STORY: PINGU VERSUS YETI

To bind like six mini-games together, Yetisports Arctic Adventure throws 'Four Square' mode into the mix and puts the diminutive penguins up against the burly Bigfoot in traditional 'no-touch' combat. Rather than the quick-to-mustache, this mode offers hours of play per game, and increases the level of competitiveness to 'uncontrollable' levels.

Having chosen your weapon, it's up to you to guide Pingu (or Yeti) across different disciplines and difficulty levels. A who-beats-you to an extremely difficult invitation. Yetisports Arctic Adventures has Arctic ambitions.



BALLS TO THIS: Little Pingu prepares to take to the skies...

BOARD ALREADY: Yeti goes extreme with hardcore boardless snowboarding.

the back of Wimbledon. Pitting your wits against a quick-pawed polar bear, your task is to return the good penguins while avoiding the ones dressed as clowns. Returning a Pingu doesn't necessarily earn you a point though, as the fury Federer will smack them straight back at you unless you waltz them with decisive power. Even then it's still essential to position your shots – just like real tennis, with penguins!

What sets the title apart from others in the growing EyeToy stable is the complexity of the games and the almost unending room for improvement. Much as the online Flash games caused many a wasted man hour and probably brought about the downfall of more than one small office-based business, Yetisports will have you saying "just one more go" all night long.

"IT MANAGES TO DRAW EVERY LAST OUNCE OF COMPETITION OUT OF YOU AND YOUR MATES."

'Four Square' mode mixes all these together with an über-competitive noughts and crosses affair that lets 1-2 players battle it out on the ice across all the games and difficulty levels. The only true annoyance present with Yetisports Arctic Adventures is the limited number of games, as a few more taken from the online Flash website would've added even more value to this budget purchase.

As it stands, Yetisports Arctic Adventures is an excellent EyeToy title with its unique control systems, coherent, high-quality presentation and masses of masochistic penguins. You'd be pushed to find anything else that competes, and will more than likely get your mates throwing down the pre-piss-up gauntlet every week. Wrap up warm and lay your mitts on a copy today. **TOM**

P2 FINAL VERDICTS

Kendall

What better way to spend your evenings than twatting penguins with big clubs? If you thought you looked stupid playing EyeToy: Play, wait till you're flapping around like a spaz in this! Good old-fashioned fun, nothing more.

Sid

With so many great EyeToy titles out there, this struggles to compete. Sure it's amusing, but only in the same way that all other games that require you to look a bit stupid are. Hitting penguins is quite fun I suppose...

Keith

Once you see past the polar caps and penguins there's nothing new here – simply move, jump and wave until you're as sweaty as one of Lee Evans' suits. This Arctic escapade may be cold but it's not cool.

Tom

My favourite EyeToy title, possessing an almost endless competitive appeal. A few more games might've upped the score, but as it is you'll not really get much better for 20 notes.

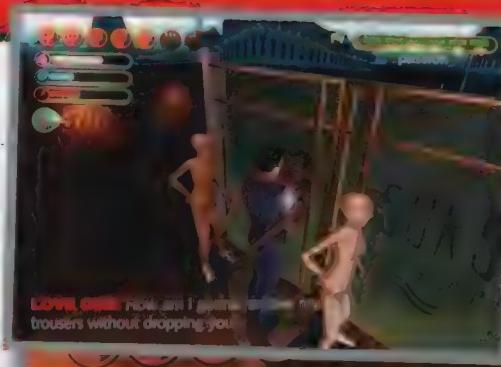
Yetisports Arctic Adventures

OVERALL: A terrific value game that uses the EyeToy to great effect. Nothing truly startling, but with some fantastic games (and despite the fact that there are only six of them), it's a marvellous crack.

8

**INFORMATION****PUBLISHER:**

Digital Jesters

PRICE: £29.99**PLAYERS:** 1**GENRE:**
PARTY/PUZZLER

"SHOW US THE HOOTERS ALREADY!"

**ON SALE: NOW****DISCO FEVER:** Um, sorry love, I just remembered. I'm gay.

7 SINS

An erotic masterpiece or a load of old toss?

Sex sells. If you don't believe us, go check the news-stands and see how many people are picking up *The Sport* – just for the football scores, you understand... Recently Ubisoft jumped on the bandwagon with its *Sims*-aping *Playboy: The Mansion*, which presented a pixelated version of Hefner's empire. Now Digital Jesters has hijacked the bandwagon and driven it squarely into a wall with the 'shocking' exercise in voyeurism and lewdness that is *7 Sins*.

The problem with this game is how much work it makes you do in order to see the goods you've paid for – see we enjoyed *Leisure Suit Larry* as it had a genuinely humorous script and rattled along at a fair pace, with lots of *Carry On*-style sauce along the way. *7 Sins* on the other hand, is tediously put together. Instead of focussing on the sex, there are too many long, drawn-out *Sims* elements. Case in point: to progress

from the first scenario, you have to earn \$5,000 – what's that about?! We're not playing this game to earn money, we're looking for cheap thrills, some gratuitous snatch shots and the occasional masturbatory aid. Show us the hooters already!

Anyone after sex will be further frustrated by the fact that the 'hero' has meters which must be kept at safe levels. So you often find that just as your character is about to deliver the goods, he has some kind of crisis and runs away. This is the videogame equivalent of hiring Jenna Jameson and only getting to first base – all tease, and no payoff.

While some of the mini-games (pissing on plants, tweaking girls' nipples, finding erogenous zones) are mildly amusing, the sex scenes when they finally come are rubbish and it all feels like one big anti-climax. Our advice would be to keep it in your pants and go buy some real porn instead. Or get a girlfriend. And a life. **KENDALL**

P2 FINAL VERDICTS

Sid

In a genre led by the ace *Sims* this adds sauce in a vain attempt at titillation but fails to do anything but bore you. Computer generated nipples are not sexy.

**Roy**

No, no, NO! There is no room in the console market for a tedious pile of toss like this. Whoever came up with the idea for it should be hauled out into the street and shot!

Tom

A weak sim, laden with smut and mindless mini-games. Not that it isn't fun for a while, but you're unlikely to be playing this in a couple of days' time.

**Kendall**

If you're under 18, you have the internet, if you're over 18 you can legally buy any porn you like, making *7 Sins* completely unnecessary. Stick with *Larry*

7 Sins

OVERALL: *7 Sins* is basically either a less polished take on *The Sims*, or a less funny take on *Leisure Suit Larry* – boning has never been so little fun for so much effort. Orgasm? We faked it.

3

POLE DANCING: Watch it, fella, or I'll stick that pole where the sun don't shine!



INFORMATION

PUBLISHER: Ignition

PRICE: £19.99

PLAYERS: 1-2



GENRE:
BEAT-'EM-UP



"A NUMBER OF PLAYING STYLES ALL IN ONE GAME."



ON SALE: NOW

KING OF FIGHTERS 2002

Remember what games were like in the distant past? Or even three years ago...

If you enjoy a good beat-'em-up session when you come home tanked up from the boozier, it probably means you've spent a fair bit of time playing *Street Fighter* and *Tekken* (that, or you've been knocking your girlfriend about, which is bad, so stop it). And if you happen to be a connoisseur of beat-'em-ups (possibly verging on the dangerously obsessive), you may have spent hundreds of pounds on a Neo Geo and various chapters of the *King Of Fighters* series. Now, thanks to Ignition, anyone can discover what all the fuss is about for the far more wallet-friendly price of 20 notes.

Now first off, if you're looking for breathtaking graphics and audio then this isn't the game for you. The series has come on so much in the last three years in fact, that many may be left scratching their heads, wondering why this was re-released at all. One word, my friends: gameplay.

Yes, with a number of playing styles all in one game (simple one-on-one battles or a three-on-three super ruck) and some insane special moves, *King Of Fighters 2002* offers plenty of variety. There are also oodles of fighters available, with an impressive 39 unlocked when the game begins and another five to discover as you progress.

In order to get the most out of the game, there's an extensive practice mode so you can learn all the subtleties of the moves. To be honest though, we don't have enough hours in the day for such dedication and are quite happy to just kick the crap out of our opponents in button-bashing style.

Basically, you probably already know whether *King Of Fighters 2002* is your cup of Earl Grey and if you're looking at the screens and wondering what year it is, then this ain't for you! **KENDALL**



LOOK OUT: And here comes the 'head in the knackers' move...

P2 FINAL VERDICTS

Eddie

If you recall the days of 2D arcade fighters, this'll rekindle fond memories.

If you were raised on a diet of *Tekken* and all things 3D this won't get your beat-'em-up juices flowing.



Sid

These games just don't age. After two years this is still playable. If you can ignore a few giant pixels and some dodgy music you'll have a great time.



Tom

I've always been more of a *Street Fighter* type, and the dated feel of such a hardcore fighter doesn't really do it for me. It's more of a *Countess Of Fighters* in my view.



Kendall

If you're only interested in the most technical and graphically modern games then ignore this, but if like classic arcade-style fighters, there's plenty to enjoy.

King Of Fighters 2002

OVERALL: Very much a game for the hardcore beat-'em-up fan. SNK junkies will rejoice at having an arcade perfect replica of *King Of Fighters 2002*, but younger gamers may find it less endearing.



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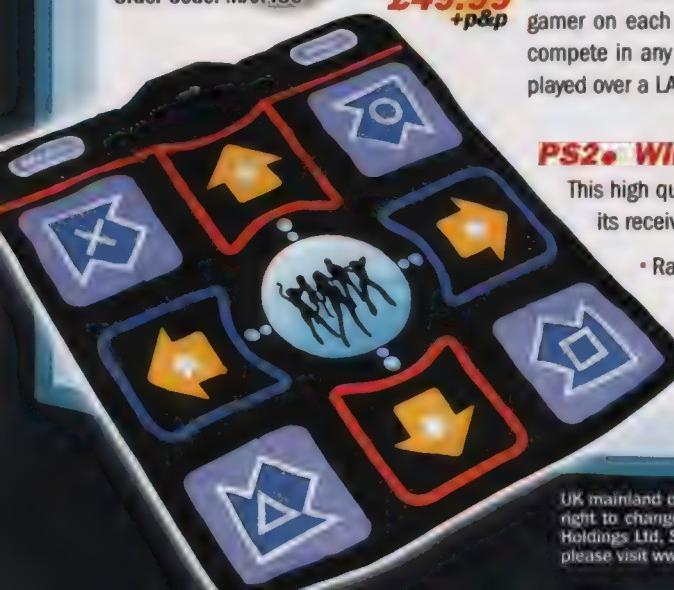
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& OPINION

I KNOW YOU WANT IT!

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THIS MONTH! GUNGRAB, GUNGRAB VOL. 2, THE ADVENTURE, PLUG & PLAY, ALIEN NOW!, MOTO CHOPPER.

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LETTERS

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P2 reserves the right to edit readers' letters and regrets that it cannot enter into individual correspondence.

STAR GAZER

» I think it's safe to say that I am a huge Star Wars fan as I have Lego Star Wars, Battlefront and Revenge Of The Sith; I had Star Wars Bounty Hunter but I didn't like it. Anyway, do you know if there'll be anymore Star Wars games on PS2?

Also when you complete the last bit on Lego Star Wars it says 'to be continued' does this mean there is going to be a sequel?

Finally, how on earth did FIFA Street get to number one in the charts? It might make them want to make a sequel and then God help us!

Liam Prendergast,
via email

» My, my so many questions you must learn to be patient young Padawan. You're a huge Star Wars fan? Does that mean you like Star Wars a lot, or that you're a Jabba-sized bloater? Anyway, of course there are more Star Wars games, other titles include SW: Starfighter (good), SW: Clone Wars (pretty lame) and SW: Super Bombad Racing (Bantha shite). So far we've received no word of a Lego Star Wars sequel but based on the success of the last game it's got to be on the cards...



SHODDY SONY?

» Just need to get a couple of things off my chest. Firstly, a warning to Sony - it better make sure that the PS3 is far better built than the PS2. I for one am completely fed up with the reliability of the shoddy

built PS2, my SECOND PS2 has just stopped playing games and is scratching discs in the process. Does the P2 team have similar reliability problems with the office machines? I take good care of my PS2(s), why should I have to fork out a wad of cash every couple of years simply because it stops working?

I'd also like to say what a great game Full Spectrum Warrior is. The graphics are sublime; the controls are simple yet effective and the gameplay is a blast.

Andy, via email

» Do our consoles keep breaking? Well, not really and we give our equipment a good seeing to everyday (if you know what we mean) and don't have much trouble at all. Perhaps you're just too hardcore and are giving your black box too much punishment and for that you should be commended.

GRIEVOUS BODILY CHARM



"STAR WARS IS ALL WELL AND GOOD IF YOU LIVE ON ANOTHER PLANET."

COUGH DROPS
When it comes to P2's all-time favourite Star Wars, the general consensus is that it's...

LIFE'S JUST NOT FAIR

INSIDER TRADING

Dear P2,

In light of the recent conversion of *GTA: San Andreas* from the PS2 to the Xbox and PC, I felt the need to express my concerns. Firstly, why must a game that got such a high score from most reviewers and was made specifically for the PS2 have to be made for other machines? I mean, Sony get a game that only PS2 owners get the privilege to play and it has to be sold to other companies. What do PS2 owners get in return? The Xbox and PC gamers get an absolutely brilliant game and we get zip.

Joe, via email

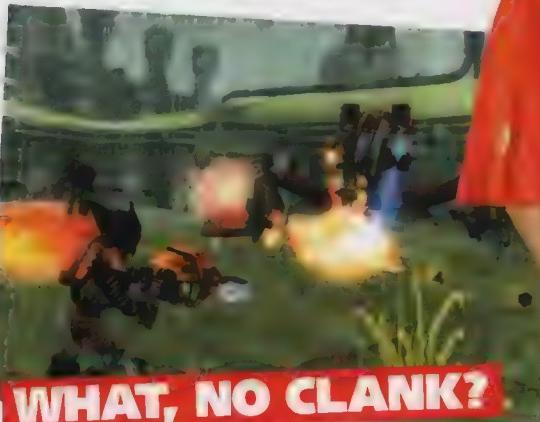
P2: Sadly it doesn't work like that. The *GTA* franchise is huge, so it's not in Rockstar's interests to keep it confined to Sony's machines forever. We do get the games first...

CLANK OUTSIDER

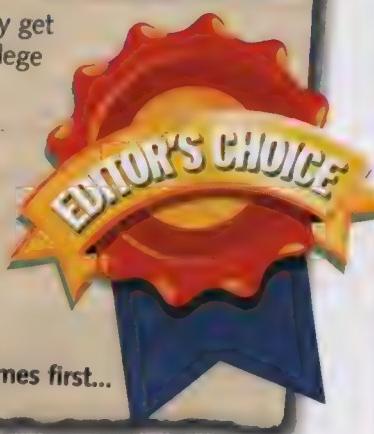
>> Recently I heard the horrible, heartbreaking news that in Ratchet's new game Clank won't be on his back, it'll be some radio dude instead. Ratchet without Clank is like bread without butter, knives without forks, guns without bullets... USELESS AND CRAP! Everything that made me love the *Ratchet & Clank* series came down to Clank. He has all the funny bits, can hover and then, of course, there's Giant Clank. This could be the worst decision in the history of videogames. Someone has to stop this.

Steven Crossley, Lancs

P2: The worst decision in the history of videogames? Sounds like someone has yet to play *Miami Vice*! That said, big R&C fan Roy's worried too, and he said as much when he met the guys at Insomniac. Their response was that they're confident fans will enjoy this one just as much...



WHAT, NO CLANK?



FIDDY FANATIC

How dare you insult 50 Cent! He's been a massive influence on me and has given me the passion and drive to try and become a rap star. I think it's despicable how you slag people off just because you don't like their music. His album, *The Massacre*, is the soundtrack to my life, so stop dissing him or else.

PS: You guys are whack.
Martin Jones, Somerset

P2: What are you, the opinion police? We can say what the hell we want... er, provided we don't libel anyone.



TEXTUAL INTERCOURSE

CONTENTS
EDITORIAL NUMBER
DATE 8/2002

Keep those text messages rolling in! If you want to get something off your chest, then text P2 on 0708 393252. We can't text you back personally, but the best of the bunch will be printed here!

SIMS IS COOL BUT IT IS VERY REPETITIVE. I GOT BORED OF SIMS2 IN LESS THAN TWO WEEKS. YOU GUYS ROCK!

GLENN,
SOUTH AFRICA

If you're going to write in all the way from South Africa you could have something constructive to say. As punishment we created a Sims character called Glenn and made him play Sims2 all day long.

ARE THERE ANY PLANS TO RELEASE THE CLASSICS MANIC MINER OR HORACE GOES SKIING ON PS2?

COLIN

Not that we know of but at the rate these retro packages are being chucked together it's bound to appear either in the form of a disc or on one of those plug-and-play joysticks.

REVENGE OF THE SITH SUCKZ BOTH FILM AND GAME! I HATE STAR WARS!!!

YOGA

We're not sure a real Jedi Master would make such statements about Star Wars (well, maybe the game). We sense much fear in you and so you are not to be trusted.

We 'nicked' their letters

Being the helpful lot we are, each month we dip into the mailbag of one of our sister mags and answer a letter for them...



DEAR DVD REVIEW

I am trying to find out if any of these classic sitcoms are to be released on DVD: *Are You Being Served?*; *It Ain't Half Hot Mum*; *On The Buses*; and *Steptoe And Son*. I've enjoyed the shows for years and don't really like any of the new comedy shows that are on at the moment.

Simon Hamlett

P2: Weirdo! Why not just give DVDs a miss altogether, lock yourself in your house and switch on one of those nostalgia channels on satellite television – they show those crap, dated 'comedy classics' all day long. If you want to pretend that the world hasn't changed in the last 30

years that is! Alternatively, get a life and add something like *Little Britain* to your collection – y'know, something new...



Next Month

We answer a letter from Web Pages Made Easy



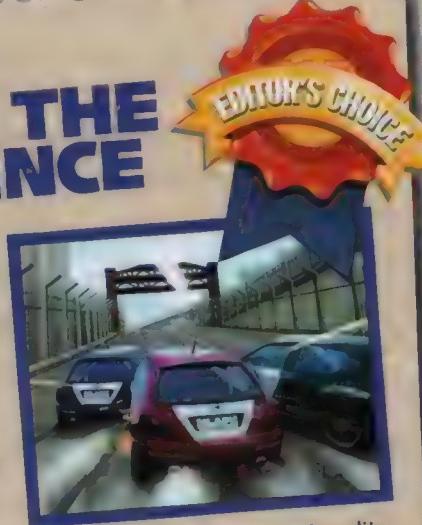
HE SAID WHAT?

UNDER THE INFLUENCE

The Letters Page Losers section always amuses me especially when it contains letters about violent games having a negative influence on gamers. For God's sake a game is just a game! People have the common sense to know the difference between fantasy and reality. I don't believe that games can affect and influence people in that way.

Amanda Corcoran, Caerphilly

P2: Damn straight! Games are there to be enjoyed and while certain titles do cross the lines of taste and decency from time to time, they're not mind control devices and hardly implant subliminal commands into players' heads. Games don't kill people, people do. Well, until they invent 'killer games', obviously...



CHEATING MONKEYS

» I want to know why everyone uses cheats for PS2 games, I think people should play games fairly and not use cheats because at the moment I am focusing on completing GTA and have found it easier to play without all the cheats. The cheats discs you give away with P2 Magazine are acceptable to use because you don't have to type them in, ruining the game for good, all you are doing is putting the disc in and using the most useful cheats. What do you think?

Ryan, Kent

P2: It all comes down to personal preference. Some people consider gamers who use cheats and codes to be the lowest of the low, whereas others would happily sell their own grandmother if it meant that they could unlock a bonus level or a fancy new outfit. You pays your money and you takes your choice!



EAGLE EYES

» What's the deal with all these so-called 'street', 'underground' and 'urban' racers soundtracks? Why do they all have to feature bling-a-ling rappers and gangsta stylee bad-asses? What's wrong with something a little less pimped like The Eagles or Busted.

Tim, Brighton

P2: Exactly how old are you, Tim? Getting on a bit are we? If you were 'street' like us at P2 (!) you'd understand that this is what 'the kids' are now listening to. Gone are the days of Outrun's Sea Breeze, in this day and age the kids want Fiddy Cent, P Diddy and The Game... (We'd be happy with Girls Aloud, er, but that has nothing to do with music.)



WELL HELLOO!

TIT OF ALRIGHT

» Why, oh why, do all female videogame characters have fake breasts? When asked which they prefer, most men would opt for real hooters over those horrible silicon enhanced thunder-norks we get in games like Rumble Roses. Don't get me wrong, I'm not being gay or anything, but it does seem to demean women and give kiddies out there a slightly skewed impression of the female form.

Andy, Bath

P2: Fake breasts: no. Large breasts: yes. Sorry, that's just the way of the world. Who would you rather 'manipulate' onscreen anyway - 'giant jugs' Jane, or 'no norts' Nicky?

IT'S A FUNNY OL' GAME

» I'd like to email you on the score given to PES3, I didn't read the review so I can't say what you put in it, but sometimes the whistle goes when I haven't done anything illegal. I'd have given it 9/10. For me it is the second best football series around, I'm not talking about FIFA, but LMA. I am sure this will cause a great deal of controversy, but I believe that it needs to be said.

Stijn Hanson, Berkshire

LETTER PAGES
LOSERS

answered by THE CRAZY COW

TEKKEN THE PISS

Hey P2, What's up with your stupid attitude toward Tekken 5? How can you give a game that hasn't changed in almost a decade 9/10? You aren't all that clever are you, because if you were, you couldn't possibly give it anything above 8/10 MAX!

David, Nottingham

Chomp, chomp... sorry, what was that? I was busy eating!

METAL GEAR STUPID

» Okay, now you've really ticked me off! You gave Metal Gear Solid 3 a 7/10, saying it has a crap story. Any true gamer knows that it is a quality game and easily

comparable to Grand Theft Auto: San Andreas (I seriously think it's better). After these two mistakes I can promise you that I will still buy your magazine, but only for the screen shots, not for your advice because a monkey would obviously know more about games than you.

Paul McAllen, via email

Monkeys, eh? Mooooo. I used to share a room with a manic marmoset, y'know...

DUTY BOUND

» Big up to you all at P2, Anyway what do you think of

the Call Of Duty cover? It's ugly and about as attractive as my butt on a bad hair day (and that's bad). I mean games are supposed to attract people not put them off by putting a massive picture of an unshaven man with a gun in his hand. Surely they could have thought up a better cover than that. Please say that you agree.

Liam Atkinson, via email

I agree Liam – but then I'm mad. Moooooooooooo... (hic!)

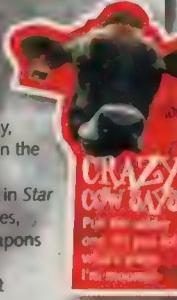
A TRAY IN THE LIFE

I had the weirdest dream ever! It was an idea for a PS3, you have two disc trays and you insert a game disc in each

tray. When you close both of the trays, the ideas will mix together! For example, insert Ratchet & Clank in one tray, and Star Wars Battlefront in the other. When you start the console you'll see Ratchet in Star Wars Battlefront landscapes, with Ratchet & Clank weapons and Star Wars Battlefront bosses! It was the funniest dream I ever had.

Magdi, via email.

Mooooooooo! I dream about strange things too! The other night I dreamed that I only had ONE stomach... how weird is that?





P2: Whistles that go off without you doing anything wrong, eh? We've heard Roy Keane using that very same excuse in the past.

As we say time and time (and time) again – reviewing is subjective. If you don't like our review, then that doesn't mean we're completely wrong – or right for that matter – but if you disagree, send us a review of your own. You never know, you could win yourself a brand new game!

WEIRD WORK EXPERIENCE KID SAYS...

"OH MAN, I'D GIVE PESO 10/10 IN FACT I'D GIVE EVERYTHING 10/10!"

WARRIOR WITHOUT

Please could you tell me why the Ultimate Warrior doesn't feature in wrestling games anymore? I remember him being on some arcade WrestleMania games, but he doesn't appear in any modern games.

Mike Paton, London

P2: The reason we don't get to see the Ultimate Warrior is because he hasn't been in the WWE for over ten years! →

TEXTURAL INTERCOURSE CONTINUED.

WILL NAMCO BE
RELEASED TIME
CRISIS 4 THIS
YEAR OR NXT &
IF SO WILL IT BE
ON PS2 OR THE
PS3?

NEIL
GLASGOW

It hasn't been announced yet, Neil but we have our sniper's eye poised on Namco's release schedule and we'll be firing out any information as soon as we get it.

WHAT TIME ARE WE MEETING AT THE CINEMA?

Well, that depends what we're watching, doesn't it!

WHERE'S THE PSP?
CAN'T WAIT NOW
RECKON IT WILL BE
AMAZIN HOW
BOUT IT?

RK

Well due to the pages and pages of coverage we've already dedicated to its awesomeness then we can safely say that it will deliver the goods.

LIKE THE NEW
SILVER SILHOUETTE
PS2 LOOKS REAL
NICE NXT 2 MY
WIDESCREEN,
WOT COLOUR IS
PS3?

The PS3 is coming in a range of cool colours including white, black and silver to suit your home entertainment system, your jumper or even your cat.

LOVED THE NEW
BATMAN MOVIE
AND JUST
BOUGHT THE
GAME.

PAUL
ESSEX

We love the Dark Knight's new cinematic adventures as well but we don't recommend going batty over the game.

YOU HAVE JUST
REGISTERED TO
RECEIVE CRAZY
FROG REALTONES
AND VIDEOS

No we bloody haven't.

P2

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WRESTLE FEST



ULTIMATE CHARGE

Come on THQ, grapple fans across the globe are pleading for the Warrior's return.

YOU'VE BEEN SPAMMED®

Among our 'Very Important' mails, we get this rubbish...

Online Replica



A MUG GAME: WHO NEEDS THE REAL THING?

Welcome and Thank You for visiting our online replica Inquiry page. For those of you who love to shop for high quality Replica's or Replicas look no further at reasonable price, you have come to the right place as our website features the world most sought after items.

We offer large numbers of replica products such as watch, handbag, scarf, wallet, shoes, sport shoes, sterling silver jewelry in lowest prices but AAAA quality

FAKE AS THE REAL THING

Now then, we love designer labels, obviously, but if we're gonna spend our hard earned cash we really want to buy the authentic stuff, rather than what this Spam Mail offered up – dodgy knock off versions of our favourite fashion, shoe and watch manufacturers. Good enough for Del Boy but not for us!

LOVED THE NEW
BATMAN MOVIE
AND JUST
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PAUL
ESSEX

We love the Dark Knight's new cinematic adventures as well but we don't recommend going batty over the game.

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No we bloody haven't.

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LETTERS

TOTAL GAMES.net FORUM

Just what exactly are those feisty forum folk chatting about this month?

www.totalgames.net/forum

TOPIC STARTER

Selling your PS2

CANMAN

I am thinking about selling my PlayStation2 now instead of next year when everyone is trading them in for a PS3, Xbox 360 or Revolution. I went down to my local Gamestop and to my horror they offered me 50 euro cash or 60 euro store credit. RIP OFF.

MORTAL WOMBAT

Sell it on eBay then. It seems like a fair enough deal anyway.

L CHEESE

How many £ is 60 Euro? 'Bout 30?

WHITEKNUCKLE

You roughly get 1.5 Euros to the GBP

THE DARK ONE

Yeah, better idea. I have seen a PS2 with 2 games go for £80 PS2 with a lot of games go for well over £100. In addition to the final price you get whatever you don't spend on the postage as well.

TOPIC STARTER

Sony laying the smackdown on PSP import sites

MUCKERS

They're 'enforcing their IP rights' apparently. I think, if they hadn't made a gap of nearly 9 months between the Japanese and European launch, then they wouldn't have a huge amount of people importing.

They've brought this upon themselves I think.

MORTAL WOMBAT

The amount of trouble Sony is

having with the PSP is truly horrific. Nintendo have a lot to be thankful for. Still, I hope it gets the manufacturing issues sorted out soon. I want a PSP dammit!

CREAM

Shows what a bunch of idiots they are at Sony.

LIGHTWIND

I thought you'd be grateful, because now there's no Nintendo-killer for the DS

AIRRAVEN

In your dreams. Give it time. It'll get back up to speed again. Just you wait. I do agree that Sony have messed things up quite badly as far as Europe goes so far, though.

ANDROID18A

Sony just sucks.

MORTAL WOMBAT

Not just in Europe... apparently PSPs are nowhere to be found in the US; they're sold out everywhere due to some crippling supply-and-demand issues on Sony's part.

REVANCHE

By the time this comes out I'll have forgotten it exists.

Check out TGN

Get news on all things PlayStation at www.totalgames.net

THE PRICE OF IMPATIENCE

» I think that in most cases we can say that game sequels are better than the originals and it's because of this they cost more - this fact recently presented me with a bit of a pricing problem. My dilemma started with me having some spare cash and the local game store being open on a Sunday. I thought I'd buy Spider-Man 2 because it's been out for a while now and I thought it would be cheap. When I got there I saw the big Spider-Man 2 poster but to my dismay I also saw the big £40 price tag, however sitting close by on a dusty shelf was the original Spider-Man game at only £10 and so I snapped it up. The next day my friend told me that Spider-Man 2 was due for a price drop in a week's time. I have the worst timing in the world - is there any way that I can find out when the price will be dropped or which games will be going Platinum?

Vaishali Modhvadia,
Northampton

PE: As in all other aspects of life playing the waiting game's a risky business, sometimes you win, sometimes you lose. If you want to know for sure how much you'll be paying for new games then check out the store's website, most of the major retailers have all their prices posted along with a Coming Soon list, which shows you when certain games will be going Platinum. If all else fails you could always just ask your know-it-all mate.

POSITIVE THINKING

» I have noticed a lot of negativity in the letters pages of your magazine recently, which surprises me, as in my humble



opinion, the games market is currently in a pretty good state. Just look at the number of franchises that have risen

Phoenix-style from the flames recently. After the shoddy tedium of *Rising Sun*, I thought that my favourite series, *Medal Of Honor* had had its day, but *European Assault* is a real return to form. *Tekken 5* is another good example, sure it might not revolutionise the series or anything but it's a brainless treat and they've been good enough to give us the original *Tekken* trilogy into the bargain. All this and the PSP and PS3 just around the corner, I reckon gamers should realise how good we've all got it

Charles Marlin, Slough

PE: Damn straight, Charles! It's very easy for people to be cynical and have a good whinge but on the whole things are looking bloody great for the PlayStation market!

JUST HANGIN' AROUND!



SPIDER-SENSE

Peter Parker has discovered an ingenious new way to look up girls' skirts

READERS' REVIEWS

COLD WINTER

>> IAN HART



I'm not usually into FPSs, but this one had me enthralled from the start. It reminded me a lot of *Syphon Filter* with its deep characterisation and attention-grabbing set pieces. The raucous carnage also helps to add a little crimson fun to proceedings, and with the excellent physics, if you get bored, you can reduce an enemy soldier to little more than a bloodied torso – excellent fun! On the downside though, despite some superb bits of storyline, narrated by a guy who sounds a lot like Tom Baker, the voice acting was pretty appalling. Probably my favourite bit is creating a firebomb from some random bits and pieces, lobbing it into a room and cutting baddies to shreds as they fly around the room, recoiling from the resultant explosion. Overall, *Cold Winter* is the best FPS I've played in ages – I even prefer it to *Killzone*.

READERS REVIEW
8/10

LEGO STAR WARS

>> CHRIS PETERS



I bought *Lego Star Wars* because everyone was raving about it like it's the best thing since sliced bread. Although it's good and visually captures the feel of both the *Lego* and *Star Wars* franchises, it's just way too simplistic for my liking. Okay, you can go through again and again and unlock loads of stuff, but a game that you can complete by default is one that should be kept for kids and girlfriends. There are some marvellous moments though, and the little *Lego* versions of the classic (and not so classic) characters always bring a smile to your face, regardless of age. Pick this up if you want something to keep the sprogs quiet, or to get your girlfriend playing!

READERS REVIEW
7/10

TEKKEN 5

>> MARK SULLY

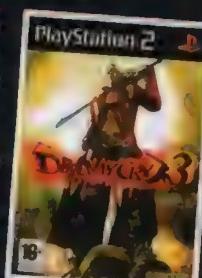
When I was a kid, I loved *Tekken 2*, and would feed all my lunch money into the arcade machine, but then it probably benefited me in the long run, as I'm not an insubstantial chap. Anyway, on to *Tekken 5*. Since my schooldays I've grown up, sadly, *Tekken* hasn't. Granted, it's better than *Virtua Fighter*, but there's not much in it that hasn't been done before. They've even taken out some things since the previous game. Much like with *Tekken 4*, they've only added a handful of characters to keep the hardcore fans happy. These newbies were enough to keep me happy, but the inane fight money system is totally redundant and not nearly as comprehensive as that of *Virtua Fighter*. I guess you can't please all the people all the time, but I think it's time for a little innovation on the part of Namco.

READERS REVIEW
5/10

DEVIL MAY CRY 3: DANTE'S AWAKENING

>> SIMON PATTERSON

The most stylish demon hunter in town is back with a vengeance! All the problems of the second instalment have been solved with number three, and you can now see where you're going and who you're fighting. Not much else has changed though, and you can still chain together big combos using a massive array of shiny weapons. The cut-scenes are suitably demonic and all the action makes you remember the time you played the first game and forget the time you played the second. As long as you can handle a fairly difficult hack-and-slash title, you'll stay engrossed with this until the next one comes out.

READERS REVIEW
8/10

EVERY REVIEW RECEIVES A GAME

>> We want to know what YOU think. Send us your own review of a recent game that you found particularly amazing or dreadfully dire and you could win yourself a free one. You're always telling us that you could do better than us, so now's your chance to prove it...



"MINI" READERS' REVIEWS

PRO EVOLUTION SOCCER 4

Pro Evolution Soccer is the best footie title out there. It feels like you're out on the pitch itself, and although it doesn't have an official licence it still has all of the things *FIFA* is lacking: realism, longevity and personality. **10/10**

Martin Lucy

GOLDENEYE ROGUE AGENT

I loved *GoldenEye* on N64 and this is just as good. Bond's new *GoldenEye* powers really add something to the game and make 007 an even more powerful force to be reckoned with. **8/10**

Shaun O'Brian

DESTROY ALL HUMANS!

What an original idea, in this time of movie-based games and big budget sequels it's nice to play a game with so many inventive ideas with a user-friendly control system and lots of gameplay variety. Highly recommended. **8/10**

Nick Morris

HE-MAN: DEFENDER OF GRAYSKULL

What a pile of pap! I'd been waiting for a decent *Masters Of The Universe* title and this is what I end up with: crap graphics, infuriating controls and evil camera angles. He-Man may have the power, but this don't! **3/10**

Philip Stacy

STAR WARS: EPISODE III REVENGE OF THE SITH

>> RYAN MOSS

I played most of this game drunk and so I couldn't really make out what I was doing for the majority of the time. I didn't care though, as this game is set in the *Star Wars* universe, and what's more, unlike many of the licensed games that I've tackled in the past, it was full of bursting with Lightsabers. In addition, the levelling up works really well as you can choose which powers you want to build upon and therefore tailor your fighting style much, much better than if you were simply given new Force powers at certain points in the game. By far the most impressive thing about *Star Wars: Episode III Revenge Of The Sith* is the visual style, which I feel really recreates the feeling of all the movies just about perfectly.

Yes, I know that at the end of the day many will probably find the gameplay a bit on the mindless side, and for the amount of time you're likely to play it I guess you could argue that it's more than a little expensive. AND it's doubtless not going to please all of the 'hardcore' gamers out there in PlayStation2 land, but nevertheless, I'm sure that there are loads and loads of people who bought it who enjoyed it equally as much as I did, even if they weren't actually drunk when they played it! Note to developers for the future: Lightsabers rock!

READERS REVIEW
9/10



COUCH CRITICS

The team check out the local software emporium's second-hand bin to find some games from yesteryear and see how they shape up in the cold light of 2005!

LUCI

KENDALL

SOS: THE FINAL ESCAPE

PUBLISHER: AGETEC
REVIEWED: ISSUE 31 SCORE: 9

Keith » Where are the zombies? Where are the freakin' zombies?

Luci » No Keith, it might look a lot like Resident Evil, and feature the same atmosphere of foreboding, but in SOS it's not the undead that you're up against, it's the environment itself. This is a highly original and engrossing adventure. You were certainly right to praise this when it was released and it really does still stand up today –

why can't more companies take risks on games like this?

Keith » So... no zombies?

Luci » That's right.

Keith » Well, what's the point of a survival horror game if I don't get to fight the undead? I'm just not interested in natural disasters, I want blood, guts and gratuitous violence.

Luci » So basically, you just don't like using the old brain, eh Hennessey? Never mind Keith, guess I'll just play it by myself then...

Stuck on the couch with nothing to do?

Gitaroo Man

PUBLISHER: THQ
REVIEWED: ISSUE 24 SCORE: 7

Sam » This is the sort of game that's never going to get much recognition in the UK, it's just too Japanese. Having said that, the guitar-shredding action's really addictive and brought a smile to my face.

Kendall » And I got to be Eddie Van Halen!

Sam » I like the fact that it's not restricted to one musical genre. As I was playing through it I got to listen to some hard rocking action as well as some cool acoustic grooves and the difficulty levels are spot on – tricky enough that you don't sail through it on the first go, but not so frustrating that you have to toss the pad down in disgust.

Yeah, this is brilliant.

Kendall

» This has gotta be the most colourful game ever and it's the closest I'm gonna get to being in Mötley Crüe. Completely Rockin'!

Sam » Er... quite. It certainly is a quality title.

JURASSIC PARK: OPERATION GENESIS

PUBLISHER: KONAMI

REVIEWED: ISSUE 32 SCORE: 8

Kendall » It's Sim City with dinosaurs!**Elysa** » Yes, this is certainly an interesting use of the licence. For the first time, instead of focussing on blasting away at the dinosaurs, you're involved in creating the ultimate park adventure.**Kendall** » It's Theme Park World but with dinosaurs!**Elysa** » It's actually a decent little simulation game, I remember when the old Sim City games used to let Godzilla run riot in your town and this reminds me of that. Even if you're not a fan of the movies or don't really know much about them, this is worth picking up – there

really aren't enough of these kinds of games on the PlayStation 2.

Kendall » When are they gonna release *Sim Kendall*?**Elysa** » Hopefully never, babe.**Kendall** » Hang on, are you saying you wouldn't wanna play with me...?

KEITH

ELYSA

RATCHET & CLANK

PUBLISHER: SONY

REVIEWED: ISSUE 27 SCORE: 9

Elysa » This platform adventure feels a little dated now, that's probably because we've seen so many others over the years. I've just finished the third Ratchet & Clank game actually, so maybe that's why this is a little underwhelming.**Keith** » I prefer Jak And Daxter.**Elysa** » Hmm. Jak And Daxter has a slightly more adult comedy edge to it I think, whereas maybe Ratchet & Clank is more suited to younger players. Or female players. Or Roy.**Keith** » He loves it!**Elysa** » So I heard.

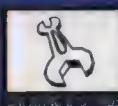
BOUGHT FOR
£3.99
GAME EXCHANGE

**Keith** » Can I go and play Jak And Daxter now?**Elysa** » The market is big enough for two pairs of iconic platform adventure heroes and even if you might not find this as edgy as your beloved Jak And Daxter, you might find it enjoyable if you give it a chance.**Keith** » Yeah, whatever, I can't really be bothered, to be honest. This all seems a little too much like hard work for no decent pay off. Unlike Jak And Daxter...

SAM



Check out page 114 for a few suggestions...



TOP 40 SPORTS GAMES

» LOOKING FOR A TOP SPORTS EXTRAVAGANZA? HERE ARE THE BEST OF THE BUNCH!

01 PRO EVOLUTION SOCCER 3

Football crazy, football mad, this is the ONLY footie game you should need to have.

02 TIGER WOODS PGA TOUR 2004

ISSUE 39 SCORE 10

» Simply the best golf game... ever. Be sure to squeeze this into your collection!

03 TONY HAWK'S UNDERGROUND

ISSUE 41 SCORE 10

» The Hawkster returns with his most enjoyable and challenging boarding title to date.

04 WORLD CHAMPIONSHIP SNOOKER 2004

ISSUE 49 SCORE 9

» Snooker games just got even better! It's as good as playing the sport for real! Try it out, and see.

05 WWE SMACKDOWN! VS RAW

ISSUE 54 SCORE 9

» This latest outing proves that the WWE just keeps going from strength to strength.

06 FIGHT NIGHT ROUND 2

After the Knockout Kings series, EA turned up the boxing heat with this fast and furious pugilist treat. KO, indeed!

07 SSX TRICKY

ISSUE 16 SCORE 9

» More of the same frantic and original racing. If you loved the first one, you'll die for this.

08 MADDEN NFL 2005

You could always rely on Mads, but with his 2005 release, the best American football game in the world was back... and it had just got better!



"I've just invented a whole new sport: 'Hockeyball'! I'm not just a pretty face, y'know..."

09 NHL HITZ 2003

ISSUE 26 SCORE 9

» Awesomely fast, psychotically violent, ice hockey action from Midway – (n)ice!

10 VIRTUA TENNIS 2

ISSUE 29 SCORE 9

» The best tennis game on PS2 with amusing game modes and a host of options.

11 FREESTYLE METAL X

ISSUE 38 SCORE 9

» Catch some crazy air in this Tony Hawk's-on-motorbikes outing from Midway.

12 FIFA FOOTBALL 2003

ISSUE 28 SCORE 9

» Electronic Arts finally got its act together to produce a footie title that rivalled Pro Evo 2.

13 NBA BALLERS

ISSUE 51 SCORE 9

» Even if basketball isn't your thing, there's tons of arcade fun to be enjoyed here.

14 AGGRESSIVE INLINE

ISSUE 24 SCORE 8

» Fun extreme sports title, with the added bonus of a character that looks like Britney!

15 ATHENS 2004

ISSUE 49 SCORE 8

» A fantastic universal multiplayer sports title, with loads of events plus the added inclusion of the dance mat.

16 LMA MANAGER 2004

ISSUE 46 SCORE 8

» Take your team to the Premier League in this great management sim.

17 MAT HOFFMAN'S PRO BMX 2

ISSUE 26 SCORE 8

» The wacky Mr Hoffman returns to PS2 for more gnarly, big air shenanigans.

18 OUTLAW GOLF 2

ISSUE 55 SCORE 8

» Look beyond the zany humour, lesbians and wacky courses, and this is a damn good golf title.

19 WAKEBOARDING UNLEASHED

ISSUE 35 SCORE 8

» Think Tony Hawk's behind a speedboat – and Wakeboarding is almost as good!

20 NHL 2004

ISSUE 39 SCORE 8

» The most comprehensive and realistic ice hockey game on the PS2.

21 SMASH COURT TENNIS PRO TOURNAMENT

ISSUE 22 SCORE 8

>> Officially-licensed tennis game with real players and a great selection of features.

22 WORLD CHAMPIONSHIP POOL 2004

ISSUE 22 SCORE 8

>> Simply the best pool title available and a must-have for any pool shark.

23 SPLASHDOWN II: RIDES GONE WILD

ISSUE 39 SCORE 8

>> A new arcade spin for this sequel, with an impressive range of stunts and courses.

24 RED CARD SOCCER

ISSUE 22 SCORE 8

>> Footie game meets beat-'em-up. Not one for soccer purists, but still lots of fun.

25 WINTER X GAMES SNOWBOARDING (ESPN)

ISSUE 22 SCORE 8

>> Great snowboarding game perfect for the holidays who don't mind the slopes.

26 UEFA CHAMPIONS LEAGUE 2001/2002

ISSUE 17 SCORE 8

>> If you already own *Pro Evolution Soccer*, we think you'll find that this is the next best thing!

27 INTERNATIONAL TRACK AND FIELD (ESPN)

ISSUE 2 SCORE 8

>> A formulaic challenge that embraces the series' high points with flair.

28 KNOCKOUT KINGS 2002

ISSUE 20 SCORE 8

>> Satisfying slug-fest with official big names and a subtle blend of arcade and simulation.

29 DISNEY GOLF

ISSUE 31 SCORE 8

>> Extremely fun, involving, great-looking golf title for gamers of all ages.

30 CLUB FOOTBALL

ISSUE 10 SCORE 8

>> With *Club Football* you can manage your favourite team (probably). This is definitely up there in the Premier League.

31 CRICKET 2002

ISSUE 17 SCORE 8

>> We thought we'd be stumped when it came to cricket, but this one happens to be awesome fun!

32 NBA LIVE 2003

ISSUE 21 SCORE 8

>> With *NBA Live 2003* you have your standard Electronic Arts update and this is still a classy b-ball game. Skee Lo would be proud!

Select Players

Brett Sommers
World Ranking: 4
Date of Birth: 2nd March
1970
Place of Birth: Wales
Nationality: Welsh
Year Turned Professional: 1990

Occupation: Lane, Zorb, BMX
Edit Appearance
Rage



33 ESPN NHL 2K5

ISSUE 57 SCORE 8

>> An excellent alternative to EA's other ice hockey titles, loaded with fun mini-games.

34 DAVE MIRRA FREESTYLE BMX 2

ISSUE 13 SCORE 8

>> More fun on bikes. Let's hope all future extreme sports games are at least as good as this.

35 DISNEY'S EXTREME SKATE ADVENTURE

ISSUE 39 SCORE 8

>> Tony Hawk's meets Disney! Don't get us wrong, this is for grown-up kids too...

36 DARK SUMMIT

ISSUE 19 SCORE 8

>> A mission-based snowboarding game that actually results in a surprisingly playable mix of different genres.

37 ALL-STAR BASEBALL 2004

ISSUE 34 SCORE 7

>> Baseball sim with loads of features. Nice... if you like that sort of thing, obviously.

38 ESPN INTERNATIONAL WINTER GAMES

ISSUE 18 SCORE 7

>> Old-school-style button-bashing that can't help but be addictive. Not for everyone though.

39 GALLOP RACER 2

ISSUE 58 SCORE 7

>> Reasonably priced horsey racer that serves as a fairly unique alternative to games like *Burnout*. For the fans of four legs, rather than four wheels.

40 TOTAL CLUB MANAGER 2004

ISSUE 42 SCORE 7

>> Involving management sim that can be played in conjunction with *FIFA 2004*!

Next Month
PARTY/PUZZLERS

NEXT ISSUE WE TAKE A LOOK AT THE TOP 40 PARTY/PUZZLE GAMES ON THE MARKET. WHY NOT INVITE SOME FRIENDS ROUND AND MAKE A NIGHT OF IT?





**"Well, if you
can't cheat
'em, join 'em!"**



CHEATING B*ST*RDS

► STUCK ON THAT GAME THAT YOU'VE SHELLED OUT ALL YOUR HARD-EARNED CASH FOR? THIS IS THE ONLY PLACE YOU NEED TO BE..

MX VS ATV UNLEASHED

If you're spending more time with your face buried in the mud than quaffing champagne on the podium then you'd better get on yer bike and use our Xtreme codes.

Enter the following codes within the Options menu...

CHEATS

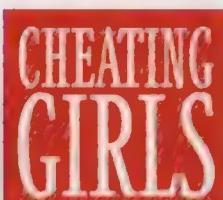
1,000,000 points	BROKEASAJOKER
Unlock all freestyle tracks	HUCKIT
Unlock all gear	WARDROBE
Unlock all machines	LEADFOOT
Unlock all pro riders	WANNABE
Unlock everything	TOOLAZY
Unlock 50cc bike class	MINIMOTO



MUDY MAYHEM: This cheeky little number will earn you plenty of points and respect



DRIVE TIME: We can help you unlock loads of goodies but the driving is down to you.



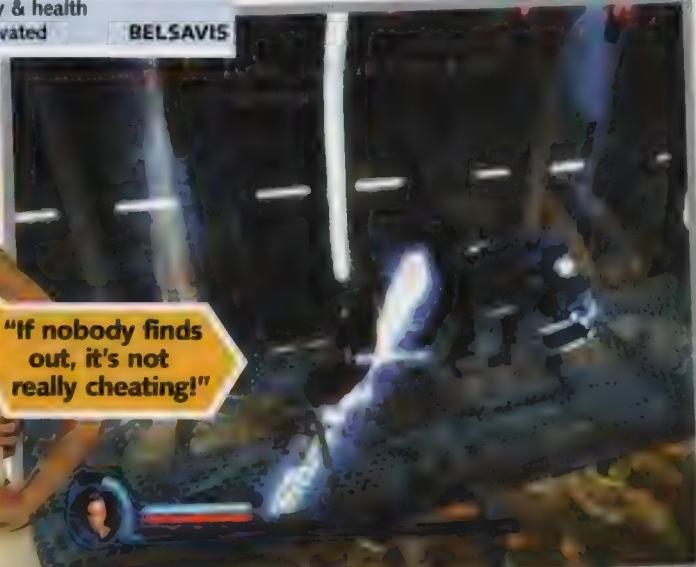
Girls are not to be trusted – they live us in with their feminine wiles, saying they love footie and Star Wars, only to have us out every weekend carrying bags. They're also cheats and not Sex & The City-style, these girls are cheating at GAMES, so we've decided to expose the devious best kept secrets right here.

STAR WARS: EPISODE III REVENGE OF THE SITH

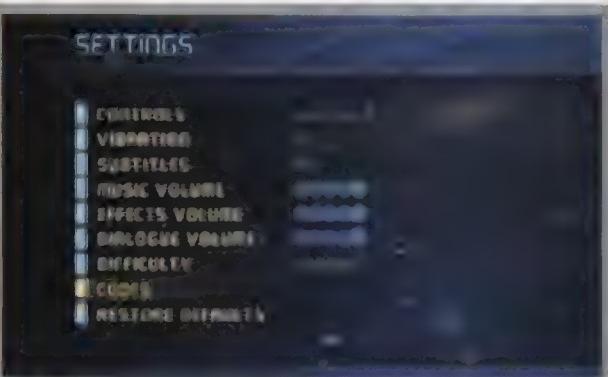
Chances are you've already completed this one three times over and seen Anakin turn darker than the sole of a hippie's foot but if you want to have a little more fun then try out these Force-fuelled cheats. Enter these at the codes screen in Settings...

CHEATS

All bonus missions unlocked	NARSHADDAA	All Story missions unlocked	KORRIBAN
All concept art unlocked	AAYLASECURA	Unlock Super Saber mode	SUPERSABERS
All duel arenas unlocked	TANTIVEIV	Unlock Tiny Droid mode	071779
All dualists unlocked	ZABRAK	Infinite Force energy activated	KAIBURR
Attacks and Force power upgrades activated	JAINA ALLI	Infinite health activated	XUCPHRA
All movie clips unlocked	COMLINK		
Fast Force energy & health regeneration activated			



"If nobody finds out, it's not really cheating!"



**WARLORDS****FULL SPECTRUM WARRIOR**

A while back THQ's tactical shooter showed us that there was more to being a soldier than butter and a runny egg, and now P2 has returned from covert ops to bring you the best codes on the battlefield. Lock and load, soldier. Go to Extra Content and enter these in Cheat Codes:

CHEATS

- Unlock all chapters APANPAPANSNAL E9
- Unlock all bonuses LASVEGAS
- Unlock Authentic difficulty SWEDISHARMY
- Cloaked Stealth mode BULGARIANNINJA
- Enemies have no cover NAKEDOP4
- Enemies displayed on GPS CANADIANVISION
- Unlimited rockets and grenades ROCKETARENA

DESTROY ALL HUMANS!

If your human hunting isn't up to scratch, try some of our cosmic codes... They're out of this world!

SITE CHEATS

Site Cheats are available during gameplay. To enter them, simply press **START** to get to the Menu. Then hold **□** while entering the mentioned buttons in sequence.

Bulletproof Crypto – Crypto and UFO become invulnerable:

□, □, ←, ←, □, □

Ammo-A-Plenty – Crypto and UFO have unlimited ammo:

←, □, □, →, □, □

Deep Thinker – Crypto and UFO have unlimited concentration:

□, □, □, →, □, □

**P2
ESSENTIAL
CHEATS AND CODES**

Nobody Loves You – Reset Alert Level to None:

□, □, □, □, □, →

Aware Like A Fox – Set Alert Level to Majestic:

→, □, □, □, →, □

**HE-MAN: DEFENDER OF GRAYSKULL**

Enter these codes within the cheats section of the Options menu and they will be activated:

CHEATS

- | | | | |
|---------------------|----------------------|---------------------------|----------------------|
| Invulnerability | →, □, ↑, ←, □ | Unlimited Grayskull power | ↓, →, □, □, ↓ |
| All levels unlocked | □, ←, ↑, □, ↓ | Double damage | □, →, □, ↑, □ |

TOP 5 QUICK CODES**FIFA STREET**

- 01** Pause the game and enter the Options menu then hold **△+□** while you enter these codes:
Normal players: **↑, ←, ↓, ←, ↓, ←**
Random players: **↑, ←, ↓, ←, ↓, ←**
Normal game: **↑, ←, ↓, ←, ↓, ←**
Random game: **↑, ←, ↓, ←, ↓, ←**

FULL SPECTRUM WARRIOR

- 02** Enter these codes in the Cheat Codes section of Extras Connection via Main menu:
Big Head mode: **NICKWEST**
Unlimited ammo: **MERCENARIES**

THE INCREDIBLES

- 03** Upgrade all weapons via Main menu:
LITANIMOW

MIDNIGHT CLUB 3: DUB EDITION

- 04** Go to Options in the Main menu and the password section to enter codes:
No damage: **OPTIONAL**
Unlock all cars: **ROCKSTAR**
Unlock weapons: **WEAPONS**
Unlock everything: **UNLIMITED**

LEGO STAR WARS

- 05** To unlock bonus codes go to Drivers' Diner and in the Codes section you still need to buy the characters after you unlock them! General Categories:
SFS217
Imperial PLATINUM
Count Dooku
14PGMN
Death Star
A32CAM

TRACY'S TOP TIPS

These codes must be entered on the Factions screen of your PDA. If done correctly you will hear a sound.

MERCENARIES

- Get \$1,000,000
→, ↓, ←, ↑x2, ←, ↓, →
Infinite ammo
→, ←, →x2, ←, →, ←x2
Infinite health
↑, ↓, ↑, ↓, ←, →, ←, →
Unlock all shop items
↓x4, ↑, ←, →x2

**FIGHT NIGHT ROUND 2**

Bored of the knuckleheads on offer in EA's fight-fest? Why not have a 'little' fun with this cheat. When selecting your arena hold **↑** on the d-pad until you hear a bell, you will then start the game with mini fighters.

EXHAUSTED



PIMP DADDY: If Westwood isn't around, allow P2 to pimp your ride or at least unlock a few new ones.

SRS: STREET RACING SYNDICATE

If your fleet of old bangers isn't getting you much lovin' from the hot-panted honeys of SRS then just enter these cheats and you'll be getting more action than a Steven Seagal movie marathon. Press **↑, ↓, ←, →** on the menu then enter the codes:

CHEATS

Unlock Supra 3.0L RZ	SICKJZA
Unlock Eclipse GS-T	IGOTGST
Unlock Celica GT-S	MYTCGTS
Unlock RX-8	RENESIS
Unlock police car	GOTPOPO
Unlock Impreza S202 STi	SICKGDB
Unlock Pac Man vinyl	GORETRO
Free car repair	FIXITUP
Police let you go with a warning the first three times you are caught	LETMEOGO



"Why should you never play poker in the jungle?"*

ODDS AND SODS

KILLZONE

Enter this as a cheat
profile name then
start a new single
player campaign and
check your levels.
Aim for 100%.

THE PUNISHER

Enter the following:
• profile name to
unlock everything
unlock the upgrade
Unlock everything
V ERATE

TONY HAWK'S UNDER-GROUND 2

Under these codes:
Within the Codes
section of the Options
menu. You need to
activate the Always
Special cheat via the
in-game Pause menu.
Always special
Hawkins
Unlock Phil Morris
Hornbeam
Unlock all moves
Unlocked



TT SUPERBIKES

If you've been going full throttle and are still getting nowhere then perhaps you should pull into the P2 pits, where we can help you get to grips with the fastest bikes on the grid. We've even provided a code to unlock some new leathers for the more vain amongst you. Press **□, △, ○, ▲, ←, →, L1, R1** on the Main menu to bring up the cheat entry screen.

CHEATS

All events unlocked	SPEEDFREAKS	Mad Sunday unlocked	WINGS
All bikes unlocked	FUNKY MOPEDS	Everything unlocked	WORLD CHAMP
All media unlocked	GOODIES	Enable auto pilot	AUTO PILOT
All helmets unlocked	BONE DOME	(R3 button)	BOOST
All leathers unlocked	GRAVEL RASH	Enable boost (L3 button)	ENERGY
All wheels unlocked	HOOPS	Enable mega boost (L3 button)	

MEDAL OF HONOR: EUROPEAN ASSAULT

You've been called into action once again... shells are exploding all around, gunfire is raining down and every second that ticks by could be your last, but fear not as P2 is watching your back - always there to lend a hand in your darkest hour. If you're finding war hell, just use these military marvels to make things easier. Stand fast, troops!

Pause the game and hold **L1 + R1** then press **○, □, ←, ▲, △, ▾** and the words Enter Cheat Code should appear in the top left corner. You can now enter one of the following codes:



CHEATS

Disable shellshock	○, □, △, ▾, ▾, □
Hide HUD	○, ▾, □, △, ▾, ▾
Pick up document for level you are playing	○, ▾, □, △, ▾, ▾
Commit suicide	○, ▾, □, △, ▾, ▾

HONOUR AMONG CHEATERS

You'll be as safe as houses with these highly honourable cheats.

*Because of all the cheaters! Geddit? Cheaters? This was Helen's joke, and Keltie's response was 'but there aren't any cheaters in the jungle - they all live on the plains', just call him Keith Attenborough.

P2 PLAYSTATION2 HINTS, TIPS AND CHEATS 7 DAYS A WEEK!
P2 LIVE CHEATS HOTLINE!
0906 9060376

Calls cost £1.50 per minute at all times. Call charges will appear on your standard telephone bill. Please seek permission from the person paying the bill, before calling. Operating hours seven days a week, from 8am till 11pm. If you have any queries call the customer helpline on 0870 739 7602.

HEY YOU! WANNA WIN STUFF?

To make your life easy – and to save on stamps – you can enter all the competitions in the magazine (aside from our Big Big Compo on page 46) by using this one handy form. Simply fill in the answers to all the competitions that you're interested in going for on the form below, together with your name, address and age, then cut out the form and send it to us at the address printed at the bottom of this page. We'll stick all the

entries into a sack, and then draw out winners for each competition in turn – if we draw out your entry and you've filled in the correct answer for that particular competition, then you win that prize... simple. When we've finished drawing one competition, all the entries go back in the sack, and we draw the next one – so you could win more than one prize, and all for the price of just one stamp. So what are you waiting for? Go buy that stamp!

PAGE 16:



Win five copies of Area 51 from Midway.

Q. What is Area 51 famous for?

- A
B
C

PAGE 18:



Win ten copies of NOW 61.

Q. Which annoying cartoon character had a number one single recently?

- A
B
C

PAGE 34:



Win one of five Sensible Soccer plug 'n' play TV games.

Q. Which is NOT a PS2 football game?

- A
B
C

PAGE 48:



Win one of five Batman Begins graphic novels.

Q. Which one is not a well-known adversary of Batman?

- A
B
C

PAGE 115:



Win a bundle of Gungrave merchandise.

Q. What's unusual about the star of Gungrave?

- A
B
C

PAGE 116:



Win one of ten copies of The Latino Mix.

Q. Who had a hit with Livin' La Vida Loca?

- A
B
C

COMPETITION ENTRY

NAME

ADDRESS

POSTCODE

SEND YOUR ENTRIES TO:

Competitions 63, P2 Magazine, Highbury Entertainment, St Peter's Road, Bournemouth, Dorset, BH1 2JS. Don't forget to fill in your name, address and age on the form. All entries must reach the office by the closing date of Monday 29 August 2005.

The legal bit: Entries must be received by Monday 29 August 2005. The editor's decision is final and no correspondence will be entered into. This competition is open to residents of the United Kingdom and Republic of Ireland except for employees and relatives of Highbury Entertainment Ltd.



CODES CLINIC

"I am a real nurse, honestly. Just look at my uniform!"



CODES CLINIC +

IN THE CODES CLINIC YOUR NEEDS ARE CATERED FOR BY THE SEXIEST HEALTH CARE WORKER IN VIDEOGAMES



MAY I HELP YOU?

Welcome to the very first edition of Codes Clinic with me, Nurse Nancy. I'm here to help with any gaming query you may have, from troublesome end-of-level bosses to elusive items. If you keep dying or running out of ammo, I have just the cure for you to keep you at it for hours [ooerr! - Ed]. I've got plenty of sharp needles to stick in uncomfortable places though, so be nice. Send your problems to:

Codes Clinic
P2 Magazine,
Paragon House,
St Peter's Rd,
Bournemouth,
Dorset,
BH1 2JS

AILMENT

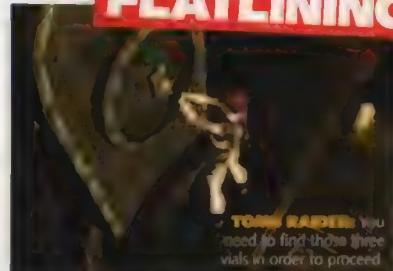
>> After learning that there's a new Tomb Raider game on the way I thought I'd dust off the copy of Angel Of Darkness that I never finished. Sadly I'm still stuck on the same bit that made me stop playing it all those months ago. I've reached Eckhardt's Lab and I'm not sure what I'm supposed to do, as every time I jump into the water I die. Can you help?

Darren Harris, Birmingham

PRESCRIPTION

Well Darren honey, you may have noticed that the water is steaming, and that's because it's boiling hot! As qualified nurse I can tell you that jumping into boiling liquid will result in death in almost all cases. Don't worry though sweetie, there's a simple solution: that nasty water can be cooled down with the aid of three vials. Head up the stairs to the left of where you start in order to find the first

FLATLINING!



TOMB RAIDER You need to find those three vials in order to proceed

vial, round the back of the wooden structure, on a table. Pull the lever near the grate in the floor and climb the ladder by the entrance that can now be accessed. At the top, head right to jump and grab onto a ledge with a health pack. Jump back to the platform you were on previously, and then onto the raised cage. Part of the roof will collapse, allowing you to grab the second vial. Get out immediately, as the cage is lowered into boiling hot water! You'll be safe as long as you're on top of the cage. There's a crawl space in this pit that contains the last vial,



CASE STUDY ONE

AILMENT

>> I know there are cheats in Medal Of Honor: Rising Sun but I can't find them. Can you fix me up with some or tell me how to unlock the damn things? David Simpson, Nottingham

PRESCRIPTION

It's simple, Dave, you need to get your hands on the Entrenching Tool. Get your cute butt back to Mission 7, In Search Of Yamashita's Gold, and

make your way into the temple. When you reach the room with the Buddha statue in the middle you'll see a Lotus Flower in its hands. Take it and head through the rest of the level to the area where the pilot's held. Go to the room at the end of the passage, with the reclining Buddha statue. Place the Flower on the pedestal; a door on the right will open. Head in to find the fabled Entrenching Tool. Now go through every level to find places to dig up that will unlock the cheats.



P2**CASE STUDY TWO****AILMENT**

» I know you're a woman, and so not the best person to ask for help on a driving game, but I'm stuck on the International B Licence Graduation



so grab it and then climb to the top of the pit, then back-flip out.

With all three precious vials, you must now put them in the correct places. One must be placed into a holder on the wooden structure to the left as you entered the lab. The second can be placed directly above it, accessed by using the ladder to the top platform. The third vial belongs at the back of the room, near a pool of boiling water. This cools the water down and allows you to go for a swim. I'm quite partial to a bit of skinny-dipping myself. Anyway... next!

AILMENT

» I love blowing stuff up! Mercenaries is the greatest game ever made! It has one drawback though: the last mission's a total bitch. That Ace is a tough sod to catch and

I keep getting blown away once I reach the missile launch site – some help would be good!

Aaron Rawlins, London

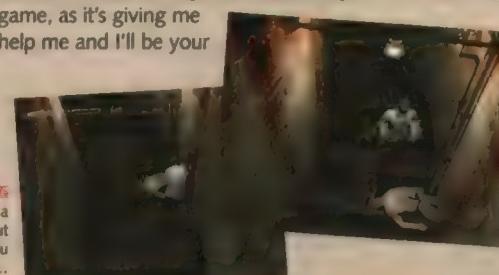
"Some of your letters were so saucy I nearly fell off my chair!"

**What are your symptoms?**

» I've reached the bit in Silent Hill 4 where you need to get past Andrew De Salvo but for some reason I just can't do it. I just want to finish the game, as it's giving me the creeps, please help me and I'll be your biggest fan.

Richard Wright, Norwich

REMEDY:
De Salvo is a tough boss but I'll help you through it...



Test in *Gran Turismo 4*. Any chance of a cheat to get me past it?

Peter Bennett, Chelmsford

PRESCRIPTION

Cheeky bugger! I should give you an unnecessary and painful injection in the butt for that remark. Lucky for you I'm in a good mood so I'll help you. After beating every test this game threw at me I realised that this requires you to brake heavily for the first corner to avoid hitting the wall. Brake again as you pass under the banner, then tap the gas as you do the chicane. Take the best line through the hairpin then put your foot down. Now, no more 'women driver' jokes, right?



Not happy with a normal sized head? I've got just the thing for that...

01 KILLZONE

Pause while playing and enter one of the sub-menus. Hold down **□** and enter: **○, □, ×, ○, ○**

**THE INCREDIBLES**

Pause the game and enter EINSTEINIUM in the Secrets menu.

FULL SPECTRUM WARRIOR

Go to the Cheat Codes section of Extra Content and enter NICKWEST.

CONSTANTINE

Press **△** during play and enter **□, ↓, ←, ↓, ←, ↓, ←, □**

COMMON AILMENTS**SYMPTOM**

» How the hell do you beat the two zombie politicians at the end of *Sunset Part 2* in *Killer7*? They just won't die!

REMEDY

It's a weird game and from a medical viewpoint I don't know how those two are still going. But the best character to use is Kaede so you can zoom in. Shoot the tie of the enemy on the right and the left-hand zombie will lean over, exposing his brain. Shoot it before he stands up, then repeat the process till he goes down. Now focus on the remaining zombie, he sends out three bits of brain to float around his head. Shoot two, and he'll lean forward. Take this opportunity to shoot his brain, then repeat.

**SYMPTOM**

» I've been all over the place in *Grand Theft Auto: San Andreas* but I'm yet to encounter the car called the Euros. Not only would I like to drive this but it's also needed for the export board at the docks.

REMEDY

One of the most common GTA questions I've ever seen. Don't worry guys, all you need to do is find every other car on that export list and deliver them so the only one left is the Euros. The car will then appear outside the Camel's Toe casino in Las Venturas.

Diagnosis and Remedy

It sure is a creepy game, Dick. In fact I have to snuggle up in bed with my other nurse chums after playing it, as I'm too scared to be alone. Anyway enough about that, you need to use the spade for this battle. De Salvo hovers around, so get close and hit him before getting out of harm's way. As you do so, he may double up in which case you need to hit him quickly in order to take some of his energy before he does much worse to you – the brute! It's a good idea to have a Saint's Medallion equipped during this battle, just to be on the safe side. When he's down, stamp on him and use the Sword of Obedience to pin him to the ground. This will earn you the Water Prison Generator Room Key, you lucky boy!



CODES CLINIC

TAKE TWO AND CALL ME IN THE MORNING

→ kicking ass and taking names, then initiate the abort at the control panel. My hero, you've saved the day! Now all you need to do is head back to the compound entrance to capture Song. Look out for the helicopter though – it can be seriously damaging to your health!

AILMENT

» Please help me Nancy; I'm reaching the end of my tether with Guildenstern in *Onimusha 3*. Before I snap the disc in half, can you please tell me how the hell to beat him? He keeps kicking the crap out of me!

Ben Thompson, Bedford

CURE ONE

How do you unlock that door that has a question mark on it in *Lego Star Wars*?

You must get the Jedi Status on every level by collecting the required amount of studs. Doing bat worth it in the end, trust me.

CURE TWO

I'm really crap at *Grand Theft Auto: Vice City*. To make it easier, does anyone have any cheats or tips for me?

As new reader, simply create a new profile with the name BAKERDOZEN to unlock all the levels – enjoy!

CURE THREE

Can I have your phone number so I can give you a call when I'm really sick and need you?

You're cool, but I'm not. So make it and write me a letter. If I'm impressed with what I read then who knows where it might lead. You should know you only get milk doctors though.

PREScription

You seem to have a great deal of anger Ben. First I'd like to prescribe a chill pill. Calm yet? Good, now we can get onto that horrid boss. I hope for your sake that you've kept hold of some arrows, as you're sure going to need them. Guildenstern floats around throwing spears at you most of the time, which is hazardous to your health in my professional opinion.

SWORDPLAY: Arrows are the key in this fight so make sure you have some to hand



P2

CASE STUDY THREE

AILMENT

I've reached the end of *Prince Of Persia: Warrior Within* but every time I die when fighting Kaileena I just get a screen telling me 'You Died' even after

After a short while he brings two demons to life; you should notice that he glows pink, which means he's vulnerable.

Take this opportunity to run over and hack at him, perform some magic, or fire off some arrows. If you kill the demons Guildenstern will bring them back to life almost immediately, but they aren't too tough to kill. Once you've worn him down enough, Guildenstern will create a black hole to suck you both back in time to the start of the fight. You can't avoid this, so continue fighting him for a little longer until you win the fight. Simple, eh?

"As you can see I look really clever in this pose. Ask me anything."

I press the button to retry. I then have to reload the game and fight my way back to her in order to try again. What the hell is going on? Please help me out, Nurse Nancy.

Lewis Adams, Brighton

PREScription

Ah, you have a common bug Lewis but it's one that's easily curable with a little bit of TLC from me. You need to hit **retry** repeatedly when you choose **retry**, otherwise you will just get the 'You Died' screen over and over, as you've already experienced. Hopefully this will save you hours of frustration. Now all you have to do is beat the boss. Good luck, Lewis, you sound lovely.

NEVER FORCE IT!



AILMENT

» Don't you just love Lego? Those cute little bricks and all the fun you can have with them. Anyway I'm enjoying *Lego Star Wars* at the moment but am having trouble collecting all those canisters, especially on the Mos Espa Podrace level. I don't suppose you could help me out with all their locations? They whiz by too quickly for me to spot!

Laurence Goodwin, Basingstoke

PREScription

Don't fret babe, my healing powers even extend to a galaxy far, far away. On your way around the course take a look in these locations to find all those canisters. Canister 1 – Take the right-hand fork and smash through the barriers, avoid both boosters and smash the canister on the edge of the cliff. Canister 2 – Find the next canister on the left-hand side as you race through the tunnel. Canister 3 – Keep to the left after the booster in the area where those nasty sand people attack. Canister 4 – Grab canister four in the middle of the line of poles as you exit the valley containing the sand people. Canister 5 – Look under a stone archway on the right-hand side of the track just after the sand people. Canister 6 – Canister six can be found on the right-hand side just after you pass under two stone archways. Canister 7 – Keep to the left-hand side in the wide-open area after a line of poles. Canister 8 – Crash through the line of poles as you approach the finish line. Canister 9 – Keep going straight ahead after Sebulba barges another racer. Canister 10 – On the final lap keep right just after the first corner, and the canister is beside the ledge. Hope that helps, honey.



BRICKING IT: Queen Amidala is ready to kick some Lego Sith butt.

P2**CASE STUDY FOUR****AILMENT**

» After playing Tekken 5 to death I still have one empty space on the character selection screen. A friend told me that it's Devil Jin but he doesn't know how to unlock him either. My Tekken experience won't be complete until I have all the characters, please help me Nancy, you're my only hope.

Dave Swift, London



DIRECTIONS FOR USE: If you're 'Tekken' any medicine be sure to read the instructions.

PRESCRIPTION

I do like a man with rippling muscles who can look after me... and himself. Sadly you sound like a bit of a wet lettuce. Never mind, there are a few different ways to get that final character. You can either complete Devil Within mode (which is a pain), you can rack up a total of 200 fights in Story, Arcade and Time Attack or you can beat Story mode with every character, which seems like the easiest option to me.

**AILMENT**

» Wow, GTA: San Andreas really is a huge game. I've played it for hours and have barely seen any of it. I do have a query for you that I'm hoping you can clear up. I read before the game came out that you can burgle houses, yet I don't seem to be able to do it. Is it only possible in a mission or something?

Greg Johns, Folkestone

PRESCRIPTION

Well I can't say I condone such naughty

SAN ANDREAS: You will find a Black Boxville in each of the three cities in GTA: San Andreas



DIRTY THIEF!

WRITE TO
NURSE NANCY
FOR AN
**INSTANT
EXPERT
DIAGNOSIS**



Sick of being freakishly tall?
Try these out for size.

FIGHT NIGHT ROUND 2

01 When selecting your arena, hold ↑ on the d-pad until you hear a bell then start a fight.

**FIFA STREET**

02 Hold ⌘+□ on the Option menu and enter ↑, ←, ↓x2, ↓, →, ↓, ↑, ←

STAR WARS BATTLEFRONT

03 Enter Jub Jub as a case-sensitive profile name.

"Looking at your chart I can see you have some major gaming problems"

Next month's
appointments

ON THE AGENDA

- » More help with killer7, I know you'll all need it.
- » More of your most common ailments cured.
- » Cheat death with an infinite health codes special.
- » God Of War – all bosses defeated. I just know you're going to love it!

If you'd like to book yourself in for a consultation then get writing!!



BACK END >Y'KNOW YOU WANT IT!



Y'KNOW YOU WANT IT

Y'KNOW YOU WANT IT!

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THE MONSTER

» Pick of the movies this issue has to be Series Four of 24. We've also got a miniature electric-powered chopper, two plug 'n' play TV games, a latest biometric flash drive, the latest CD albums and our 'Dream Ticket', a luxury sports car...



GUNGRAVE: BEYOND THE GRAVE VOL 1

Just because you're dead, doesn't mean you can't have fun! Yes, if you're a fan of *Gungrave* the game (reviewed last issue) then you might want to check out the DVD. It's a little weird, and probably loses something in the translation, but good fun nonetheless.

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Nicole Kidman Sean Penn
the interpreter



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THE INTERPRETER

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Y'KNOW YOU WANT IT!

ALBUM: NOW 61

» Yes, it's that time of the year when all those of you too tight to buy singles can just snap up the hottest pop tunes on one handy two-disc album. If you've been following the charts then you know what to expect, and the best thing about it is... no Crappy Frog!

Y'KNOW YOU WANT IT!



MINI MOTO CHOPPER

» Fancy yourself as a bit of an 'easy rider'? Then check out the Mini Moto Chopper - just like the real thing, only smaller. And cheaper.

And powered by a 250watt electric motor. And slower (top speed: 15 mph). Other than that though: just like the real thing! Available now from www.iwantoneofthose.com.

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Y'KNOW YOU WANT IT!



BATMAN: DARK KNIGHT RETURNS

01 *Never as lost through the dark, twisted eyes of Frank Miller's Sin City*... Miller's fans will know how to get to the bottom of things.

DOCTOR WHO: THE CLOCKWISE MAN

02 A spin-off album from the recent TV series which finds the Doctor and Rose heading back to the TARDIS.

BATMAN: YEAR ONE

03 Regarded as the 'Gospel Hall' of comic book history, Miller's *Dark Knight Returns* is a must-read comic.

DOCTOR WHO: MONSTERS INSIDE

04 Another spin-off with Christopher Eccleston's 'Eleventh Doctor' returning to his home world.

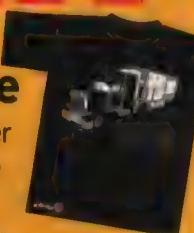
SIN CITY: THE HARD GOODBYE

05 Frank Miller's third entry into the top five shows that he's still their most dark and gritty.

WIN

Gungrave Merchandise

We've got a bumper bundle of *Gungrave* stuff to give away



Q. What's unusual about the star of *Gungrave*?

A: He's feeling a little under the weather.

B: He's dead.

C: He collects stamps.

To enter, simply fill in your answers on the entry form on page 109. Closing date for entries: 29 August 2005

WIN ALL THIS GUNGRAVE STUFF

» 50 dog tags, 10 copies of the game, 10 t-shirts, 10 DVDs and 10 visors.

PlayStation 2

GUNGRAVE





UP FOR GRABS

Win Double CD Albums!

Dance the summer away with one of ten copies of double CD *The Latino Mix*.



ROY'S TOP FIVE ALBUMS

X&Y
Artist: Coldplay
01 Presumably, Coldplay are relieved that Clive Frog didn't release an album as well as a single...

BACK TO BEDLAM

Artist: James Blunt
02 Kind of like David Gray for kids. Or a 'talentless middle-of-the-road hack', according to Kendall.

IN YOUR HONOUR

Artist: Foo Fighters
03 A two-disc offering, one filled with loud rock, the other containing more laid-back acoustic offerings.

DYNAMITE

Artist: Jamiroquai
04 Jay Kay returns to the music scene after quite some time, still sounding as smooth as ever...

THE WAR OF THE WORLDS

Artist: Jeff Wayne
05 A musical reworking of the infamous tale of Martians invading the Earth. Not featuring Tom Cruise.



THE ENCYCLOPAEDIA OF GAME MACHINES

» Ordinarily we'd steer clear of any book with 'encyclopaedia' in the title, but this one charts the evolution of consoles and home computers from the very first (in 1972) through to the present day, with the emphasis on gaming. Available through www.gameplan-books.co.uk.

Y'KNOW YOU WANT IT!

► www.2d.com

MORTAL KOMBAT PLUG & PLAY

» If you yearn for the 'good old days' of 2D beat-'em-ups, then this is probably the gadget for you. Simply insert four AA batteries (not supplied!), plug it into a TV and you've got the Mega Drive version of the original *Mortal Kombat*. Although buying an actual Mega Drive is probably cheaper these days... Call 01702 200660 for stockists.

Y'KNOW YOU WANT IT!



THE LATINO MIX

» For those of you that fancy spicing up your barbeques, look no further than this two-disc album featuring the hottest Latin tunes around. Slap it on the stereo and in no time at all, the ladies will be stripped to their underwear and shaking their booties, Livin' La Vida Loca-style. Maybe.

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BATMAN BEGINS

» You've seen the film, you've played the game, now check out the graphic novel, which contains both the story from the movie and additional stories featuring the Dark Knight, as told through the writing and artwork of a variety of established comic books.

Y'KNOW YOU WANT IT!

BACK END >Y'KNOW YOU WANT IT!



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...but if you're after a supercar to call your own, why not buy the British-made Noble M14. 0-60 in 4.3 seconds, a top speed of 190mph. Y6 info, and while you're there, buy us one, would you?

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Something you can splash your cash on should you happen to win the lottery...



31
44



MICROLINK dLAN STARTER KIT

Want to play online all over your house but can't afford Wi-Fi? Then try this! The dLAN HomePlug Adapters plug into any power socket in your house, and you can then use your home's wiring as a Local Area Network – genius! Log on to www.devolo.co.uk for info.

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USB BIOMETRIC FLASH DRIVE

Fed up with people nicking all your secret information? Then how about a portable storage medium that can only be accessed via your fingerprint? Surf over to www.iwantoneofthose.com for this USB Flash Drive which can be unlocked by you and you alone. Providing no one steals your finger, that is.

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WE3

Written by Grant Morrison with art by Frank Quitely, the graphic novel WE3 tells a cautionary tale of military experiments to create cybernetic, disposable soldiers from household pets, and what happens when the government tries to terminate them. Disturbing, yet rather touching.

Y'KNOW YOU WANT IT!



Next Issue: Dream Ticket takes to the ocean!

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J Allard, Corporate Vice President, Microsoft



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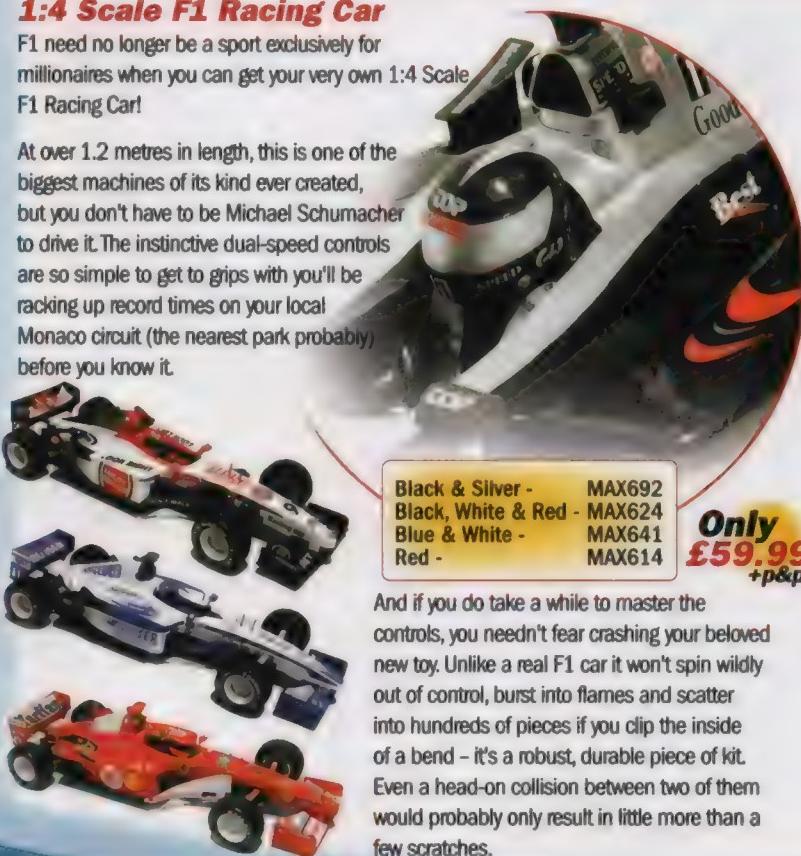
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And if you do take a while to master the controls, you needn't fear crashing your beloved new toy. Unlike a real F1 car it won't spin wildly out of control, burst into flames and scatter into hundreds of pieces if you clip the inside of a bend - it's a robust, durable piece of kit. Even a head-on collision between two of them would probably only result in little more than a few scratches.

Petrol Powered Scooter

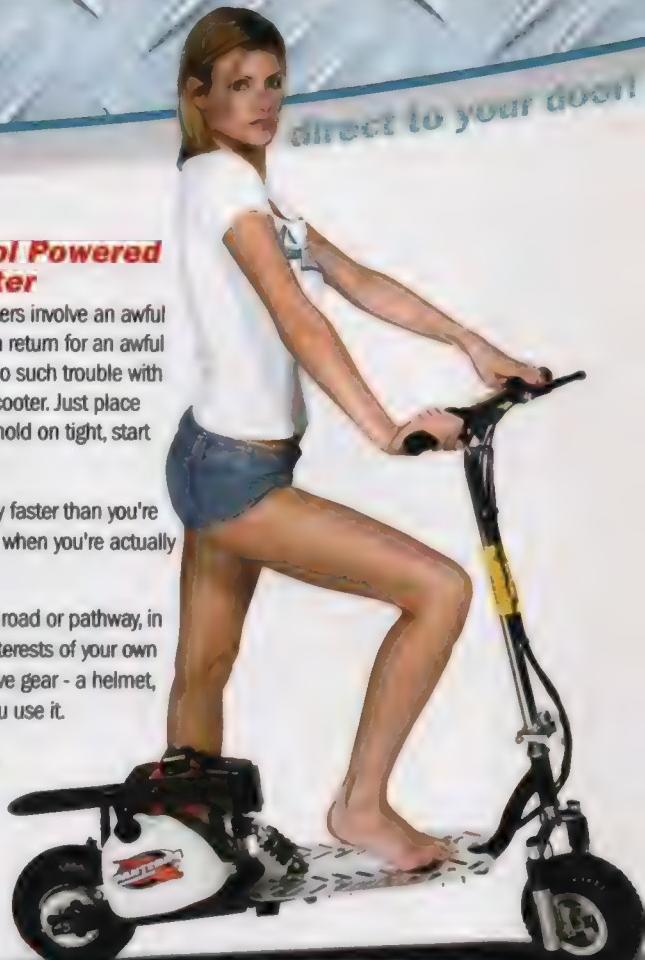
Kick scooters involve an awful lot of effort in return for an awful lack of speed. No such trouble with the Petrol Powered Scooter. Just place both feet firmly on the deck, hold on tight, start the engine and you're away!

12 mph might not sound that quick, but it's certainly faster than you're ever likely to reach on a kick scooter and believe us, when you're actually riding it at that speed, it feels very fast.

So fast in fact, that it's illegal to ride it on any public road or pathway, in the interests of public safety of course. And in the interests of your own safety you should always wear appropriate protective gear - a helmet, knee and elbow pads, sturdy clothing - whenever you use it.

The Petrol Powered Scooter is great for having some serious fun.

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Unfortunately, big, shiny, flashy sports cars also tend to rank pretty high on most bloke's 'Things I Can't Afford At The Moment' list, so until such time as you can afford to have a fleet of Ferraris and Lamborghinis parked on your drive, why not get yourself one of these? What's a Ferrari if not just a big, showy toy anyway?

First, it's approximately a metre in length, which is certainly BIG for a machine of its type. It's definitely SHINY, and it's got tons of cool extra features that make it UNDENIABLE FLASHY. Not only does it have a sporty, Ferrari-esque design, it also boasts luxurious details such as sound effects, working lights and remote controlled doors - everything you could possibly want from a big, showy toy!



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Gaming & Gadgets...

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MAX TV's Paintball Player's Kit gives you max value, providing everything you need to be ready for action in one pack at an unbeatable price. Pack includes a Vxor semi-automatic pneumatic marker, a pre-filled 88g CO2 cylinder and an adapter for powering it up, a hopper that fixes on top and feeds paintballs directly into the marker, a barrel glove to place over the end of your marker between matches, and two paintball tubes for carrying extra ammo. As a bonus extra, one of these tubes will come with 200 paintballs, enough to get you started.

While we recommend using this equipment at professionally supervised paintball centres, these kits can be used in your own paintball matches provided you have your own land to hold them on, and that your land is big enough that there's no chance of stray paintballs hitting anyone else or anyone else's property. It's recommended that you seek expert advice on all safety procedures before holding your own paintball games. It's also important to dress sensibly. Wear thick and/or padded clothing that you don't mind getting covered in paint - this should include gloves and a hood of some sort so that no skin is exposed. Always wear your mask when on the field of play. Even when all safety procedures are followed, you should be prepared for accidents, with first-aid and eye-wash kits at hand and qualified first-aiders present.



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Digital Video Camera/Camcorder

Is there anything this miniature marvel can't do? The Digital Video Camera/Camcorder is a 3.2 Mega Pixel monster, with an 8x digital zoom and a 2.0-inch super-wide LTPS LCD. It also offers an in-built MP3 player, DVD-quality video recording with MPEG-4 compression and a voice recorder for those all-important memos. It's an all-in-one multimedia solution!



It's incredibly stylish too. Featuring a mobile phone-like design, it fits comfortably in your pocket. The LCD screen can be twisted through 270° of rotation, so it's ideal for taking pics in awkward places. You can even snap yourself!

Features

- 3.2 Mega Pixels
- Digital Video Camera
- 2.0" Super wide LTPS LCD
- DVD-Quality video recording
- Mpeg-4 compression technology
- 8x Digital zoom
- Voice recorder
- MP3 player

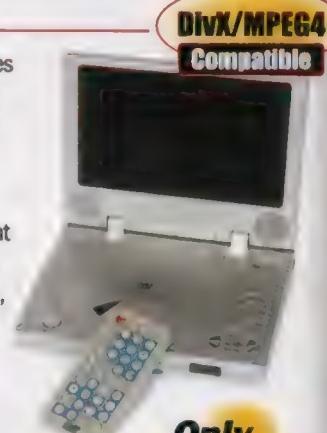
The Digital Video Camcorder comes supplied with a snazzy pair of earphones for MP3 music on the move, and a phono

Order Code: MAX558

lead to connect it to your stereo. There's also a power supply to recharge the camera's battery and a soft carry case. It offers 32Mb of internal memory, but if you want more, just slot in an SD flash card.

Portable DVD Player

DVD might be the most popular way to watch videos and movies these days, but MPEG4 video files are also very popular. Many home PCs will play DVDs and MPEG4 files, but they're not very portable - unlike this super-compact MPEG4 compatible DVD Player.



If you want to watch movies and videos in a variety of formats at home and on the move then this is the DVD Player for you. This thing plays multi-region DVD, SVCD, CD, MP3 and MPEG4 discs, either on its own 7" adjustable screen or, by using the output cables supplied, through a TV or computer monitor. You can even play an outside source, such as a games console, through its screen.

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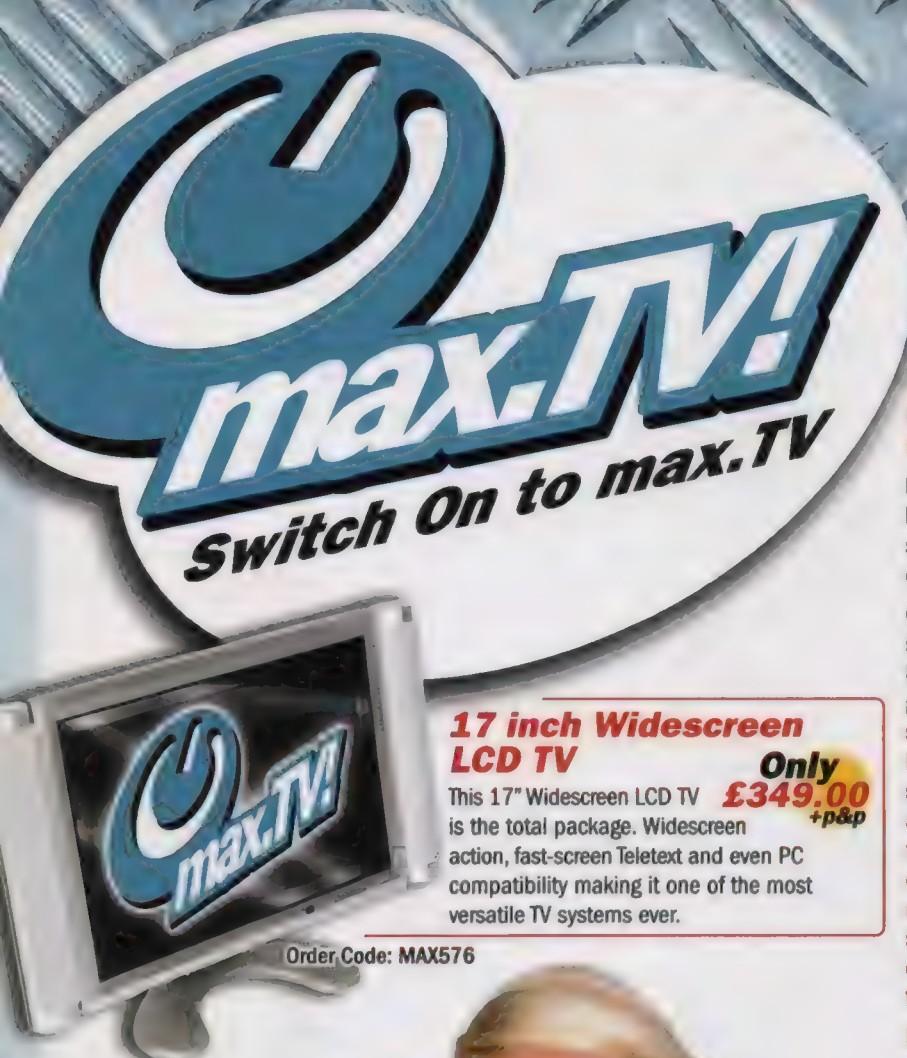
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Check out the ultimate Race Pack for PS2.

It has everything you need to get the very most out of Gran Turismo. 4 - the blockbuster PS2 race game. Including a copy of the game, a top-quality steering wheel and Ultimate Cheats for GT4, a collection of hacks and enhancements to blow the game wide open!

Gran Turismo. 4 is the latest title in the most successful driving series in video gaming history. And if you have the ultimate racing game, you're gonna need the ultimate steering wheel to go with it.

Fanatec's Speedster 3 steering wheel features adjustable vibration function, realistic gear change, rubber hand grips, racing pedals, programmable steering sensitivity and tracking control. Never has a wheel been this good!

Finally, if gathering your garage is proving too tough or time-consuming, check out Ultimate Cheats for GT4. This 100% unofficial game enhancer blows Gran Turismo 4 wide open.



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2GB MP3 Jukebox

This handy, lightweight digital music player can hold up to 2 gigabytes of music files, either in MP3 format (approx. 33-34hrs), or WMA format (a whopping 68hrs).

This machine also allows you to create MP3 files in the simplest way possible. There's no need to fiddle about on a PC - simply play any audio source (such as a stereo or walkman) into its earphone socket using the jack lead provided, and you can record it to MP3 immediately.



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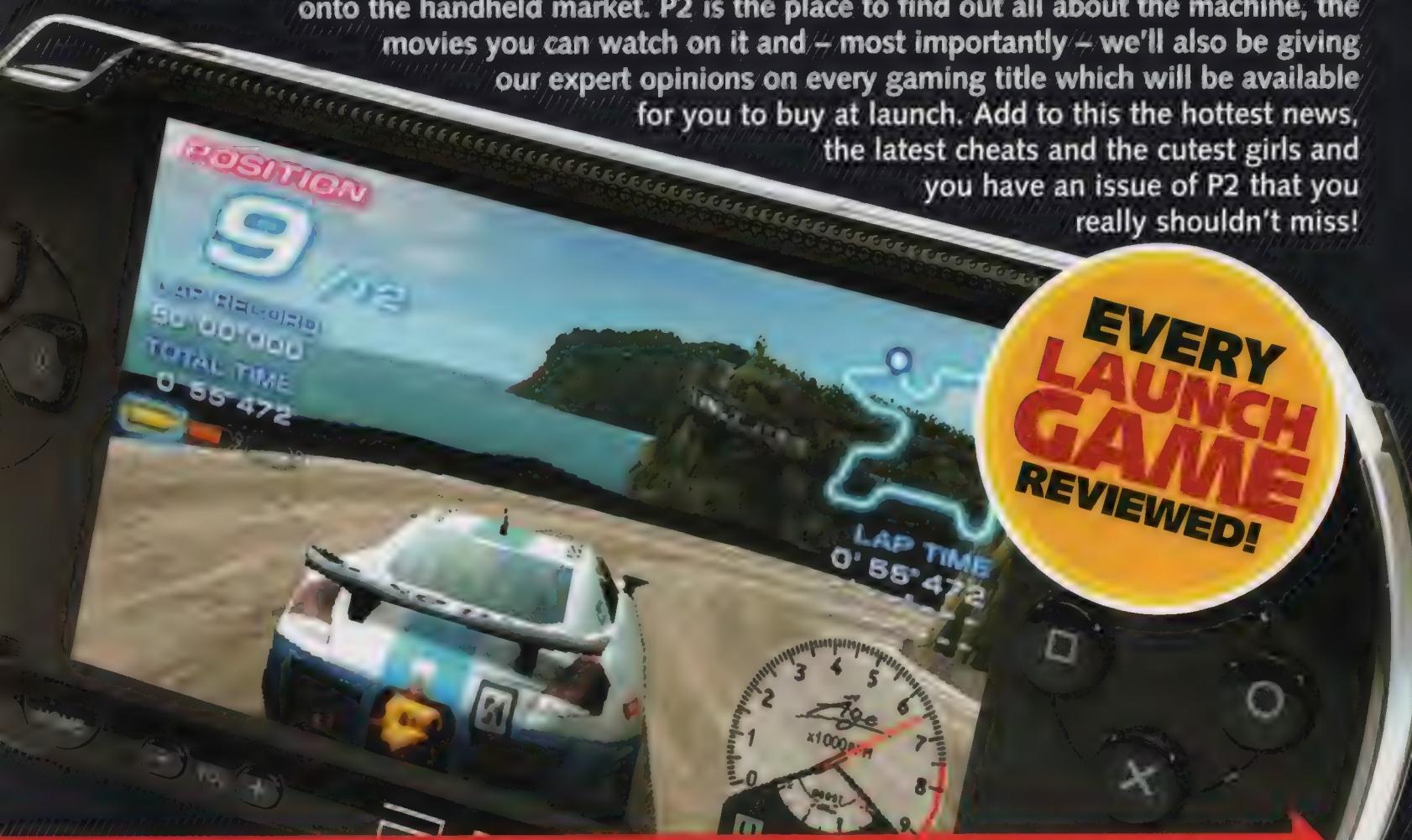
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P2**NEXT MONTH**

FIND OUT WHAT DELIGHTS P2 HAS IN STORE FOR YOU IN ISSUE 64, ON SALE 25 AUGUST

THE PSP IS HERE!

Next month is a big one for gamers, with Sony's new magical handheld machine finally crashing onto the handheld market. P2 is the place to find out all about the machine, the movies you can watch on it and – most importantly – we'll also be giving our expert opinions on every gaming title which will be available for you to buy at launch. Add to this the hottest news, the latest cheats and the cutest girls and you have an issue of P2 that you really shouldn't miss!

**P2 Issue 64 On Sale 25 August 2005**

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MERCURY

Every handheld needs a classic puzzle game and *Mercury* is just that! Devilishly easy to play but impossible to put down, this may well stop us writing the rest of the issue...!

EVERYBODY'S GOLF

The game that really puts *Tiger Woods* in his place returns. Don't worry if you're rubbish at the real thing, you'll be playing this for hours on end!

APE ACADEMY

Monkeys! Monkeys everywhere! Yes, our favourite *Ape Escape* characters are back in a series of mini-games guaranteed to send you crazy!

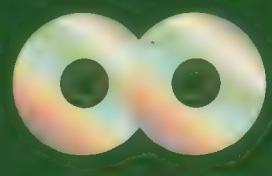
WIPEOUT PURE

It's been a while since we've enjoyed the techno and speed thrills of the *WipeOut* series, but the wait is over as the space race comes to the PSP. Trust us, it's been worth it!

RIDGE RACER

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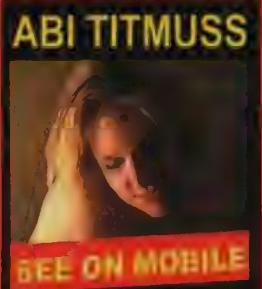
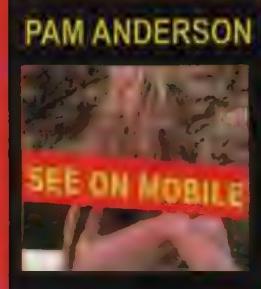
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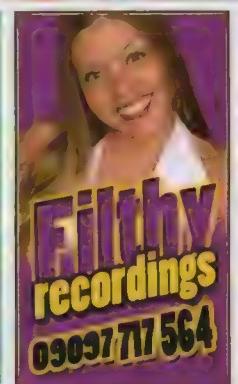
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ON THE DISC: Splinter Cell: Chaos Theory.



IN THE MAG: Destroy All Humans!
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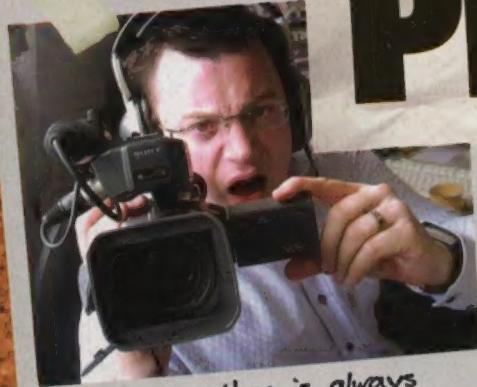
Vital French test looms for Bendall



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Big brother is always watching... slackers beware!

Keith finally has some luck with the ladies!



"What do you mean: I won't like you when you're angry?!" Kendall asks Keith

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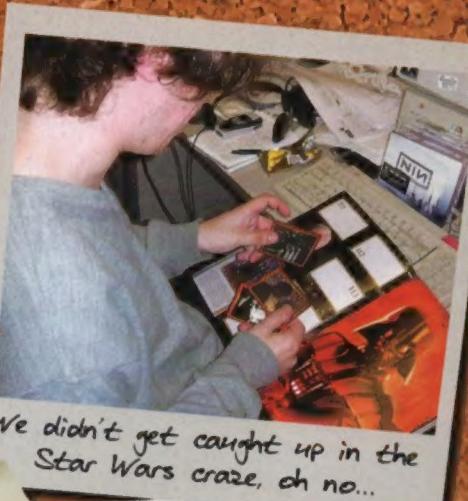
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What is it with fingers and noses this month?



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C = 0 3
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Crash Twinsanity
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Cricket 2002

D = 0 4

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Dark Cloud 2

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Death by Degrees

Def Jam: Fight for New York

Destory All Humans

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E = 0 5

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F = 0 6

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M = 1 3

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PlayStation®2



Kun Lai Launches Wave of Terrorist Att

REPORTS confirmed today that the evil underworld mastermind *Kun Lan* is responsible for the waves of terrorist attacks that have gripped the world in fear for the past two months.

Using a virus that transforms ordinary people into 'zombies', Smiley — walking timebombs who seek out the nearest humans and self-destruct — Kun Lan has promised that his way of terror will continue until all the World's nations are under his control.

In response to the threat, the governments of the World have turned to the 65 year-old Harman Smith and his team of professional assassins - the killer7 - to seek out and eliminate the threat to the Happy New World Peace Order of 1998.

Mr Smith was thought to have killed Kun Lan over 30 years ago. Last year reports surfaced



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